Bug 1:

**Player cannot reach betting limit:**

Limit set to 0, but game ends with player still with 5 (dollars) remaining.

## Log:

1. There are two methods that deal with checking the balance by the limit
   1. The first one checks if balance currently exceeds limit
   2. The second one checks if the future balance will exceed limit
   3. Raised the limit to 90 to make it faster
2. Need to create tests to validate these methods
   1. Need to test balanceExceedsLimit() for under and equal
      1. Can’t test over other program logic prevents this event
   2. Need to test balanceExceedsLimitBy() for amount positive and negative
3. Tests come back ok?
4. Looking through code to see uses of the two Methods
   1. When looking at the logic of these two methods the balanceExceedsLimitBy() method is slightly incorrect in the way the programmer uses it.
   2. It uses a Less than sign. This does not allow for the next game to equal the limit.
5. Found BUG 2 in Player.cs class player method balanceExceedsLimitBy()
   1. Created test to show bug
   2. Added logic to allow game to continue if then next game equals the balance
   3. Bug fixed