Test Name	Test player can reach zero balance
Use Case Tested:	Play Game
Test Description:	Tests that the player can reach a zero balance before the end of a game.
Pre-conditions	No prerequisites.
Post-conditions	The player was able to reach zero balance.
Notes:	
Result (Pass/Fail/Warning/Incomplete)	

	TEST STEP	EXPECTED TEST RESULTS	P	F
1.	Run Main.java	Console opens and the results of 100 games are displayed.		
2.	Look for the line "End Game: X Fred now has balance Y"	Y = 0		

Results:

```
328 turns later.
End Game 99: Fred now has balance 5
```

Obtained: balance 5
Expected: balance 0   Result: FAIL