**Bug 1:** Game does not pay out at correct level.

UAT case to replicate issue:

Description:

Confirm that player’s balance does not increase even if bet is won

Pre-conditions:

* Dice class exists
* DiceValue class exists
* Game class exists
* Main class exists
* Player class exists

Post-conditions:

* Game is executed
* Evidence that player’s balance never increases

Data required:

* None

Example output showing bug:

Turn 4: Fred bet 5 on ANCHOR

Rolled CROWN, DIAMOND, ANCHOR

Fred won 5, balance now 90