**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

**Debugging log**

Example output showing bug:

Turn 3: Fred bet 5 on HEART

Rolled CROWN, DIAMOND, ANCHOR

Fred lost, balance now 90

Turn 4: Fred bet 5 on ANCHOR

Rolled CROWN, DIAMOND, ANCHOR

Fred won 5, balance now 90

Simplification:

To reduce size of output, initial balance set at 10, and limit number of games to 1.

Output when program is run:

Start Game 0:

Fred starts with balance 10, limit 0

Turn 1: Fred bet 5 on CLUB

Rolled CLUB, CROWN, ANCHOR

Fred won 5, balance now 10

Turn 2: Fred bet 5 on CROWN

Rolled CLUB, CROWN, ANCHOR

Fred won 5, balance now 10

Turn 3: Fred bet 5 on DIAMOND

Rolled CLUB, CROWN, ANCHOR

Fred lost, balance now 5

3 turns later.

End Game 0: Fred now has balance 5

Win count = 2, Lose Count = 1, 0.67

Simplification: