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Lab 3 Reflection

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Test Plan:

Sides #	Loaded	Turns #	Expected Results	Results	Passed?
P1:10 P2:10	P1:N P2:N	10,000	Even results	P1:4512 P2:4523	Pass. There is almost a 10% tie rate on a 10 sided die.
P1:10 P2:12300	P1:N P2:N	100	P2 wins by a lot	P1:0 P2:100	Pass. Using a 12,300 sided die vs a 10 sided should give P2 a 1230:1 ratio of winning.
P1:10 P2:10	P1:Y P2:N	10	P1 wins	P1:4 P2:5	Toss up. In my program, loaded only gives a 10% boost on a 10 sided die, and even less at higher numbers due to it just adding 1 to the roll.
P1:10 P2:10	P1:Y P2:N	100	P1 wins by around 10%	P1:55 P2:38	Pass. P1 won by around the 10% expected.
P1:0 P2:0	P1:0 P2:0	100	Random sides and loaded values picked and run	P1:5 P2:90	Pass. Program picked random numbers and ran correctly.
P1:-3 P2:1			Program notices side numbers are not valid.		Pass. Program asked for new inputs.

Reflection:

I decided to pass a random int from the Game class to the getRoll function and then using that random int, seed the srand in the getRoll functions. I believe that this added a larger random element to the number selected because it randomized random more than initializing srand with potentially the same time stamp each time within the getRoll functions.