Yahtzee

Requirements:

* Develop two player game of Yahtzee
* Must follow all rules of Yahtzee
* Each player must have scoresheet assigned to them
* Player names must be placed in an array in main method
* Must make scoreSheet and dice class, along with main.
* Need to keep track of and print scores of each player's turn is finished

EXTRA: Add support for more than two players(up to 6 currently but could be expanded easily)

EXTRA: Show the players what score choosing a certain category will return.

Algorithm:

1. Find out how many players are in the game
2. Prompt each player for their name
3. Create scoreSheet objects for each player
4. Prompt player one to roll dice
5. After dice are rolled, print the results of each die.
6. Have the player decide which dice to roll again.
7. Repeat the previous two steps in a loop twice
8. Print the final results and prompt the user to choose which box to score in
   1. (For example, rolling 3 ones and 2 twos will give the player four options, to score as a three of a kind(which will return 7 points), a full house(Which will return 25 points), score in the ones(will return 3 points), or score in the twos(which will return 4 points))
9. Show the player his/her scoresheet
10. Repeat all aforementioned steps for each player.
11. Repeat all aforementioned steps until all the boxes are filled and return the final scores for the game.

Testing:

//Check to make sure the dice rolling is truly random

//Test if any names break the program  
//Test the scoring algorithm to make sure it adds up properly

//Make sure it declares a winner and if it does, declare the right winner

//Test to see if the program allows the user to reroll

//Make sure the program adds points accordingly