**Class**: Data Structures Section 001

**Assignment**: Homework 2

**Group members**: Zach Hammit, Dustin Seger

**Instructions**: Compile with default g++ settings for Windows. HW2.cpp contains the main, while the class files are Die (.h and .cpp), and Player (.h and .cpp)

**Contributions (They are equitable):**

Zach

* askYesNo() logic
* checkInts() logic
* Die class
* Player Class
* Basic main layout

Dustin

* Game Logic (playRound)