

**Function Name:** criticalFailure

**Inputs:**

1. (*double*) A 1x2 vector of numbers from 1 - 20, inclusive

**Outputs:**

1. (*char*) An output string describing the result of your die roll

**Function Description:**

With this function you will emulate a die roll for an attack in a Dungeons and Dragons game. If your first roll (the first number in the vector) is anything other than a 1, you should output 'Good Job! '. If your roll is a 1 however, you have critically goofed, and a second die will be rolled (the second number in the vector) to determine what damage you may have caused to yourself. The table below shows what your output should be for each roll of the second die:

Die Roll	Output
1-5	'Right Leg Wounded'
6-10	'Left Leg Wounded'
11-15	'Right Arm Wounded'
16-20	'Left Arm Wounded'