```java
package club.westcs.NifflerCeciliaB;

import java.util.Random;

public class Dice {

    //Attributes
        private Random rand;
        private double chance;
    //Constructor
        public Dice() {
            rand = new Random();
            chance = 1.0;
        }
    //Methods
        public boolean roll() {
            int val = rand.nextInt(6) + 1; // random number between 1-6
            if(this.chance >= val) { // the dice has rolled a number that corresponds to probability that the pet does the thing
                if(this.chance < 6) { // probability is not 100%
                    this.chance++; //probability goes up by 1/6th
                }
                return true; //yes do the trick
            }
            return false; // no the pet failed
        }

        public String getProb() {
            int num = (int)((this.chance / 6.0) * 100);
            return num + "%";
        }
}
```