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**Polymorphic Exceptions**

**Advanced C++/OOP– CSCI4526**

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**What am I testing?**

Exception handling in my CantStop program (See BadPlayer.hpp for exceptions classes, Game.cpp and Dice.cpp for applications of exceptions)

**Terminal Output:**

See test1, test2, test3 for terminal output

**What’s wrong:**

* Need to clean up comments and appearance of code for a final submission.
* Circular player list did not work, attempted to implement and failed
* For now my code will take oneTurn for a single player until they win the game