

Changes from original design:

I ended up not using a player class where I had one in my original design. I also did not fully understand the concept of inheritance so I had the loaded dice inherit functions from the die class.

Testing:

I tested the program and the results seemed to make sense. When using the same dice the results usually seemed close which made me think that the program was working as it should.

Problems I encountered:

The dice would always spit out the same numbers for the roll- I figured out it was because I reseeded the random number generator for every turn. So to fix that I seeded it before starting rolls.

I also encountered a problem with initializing the dice- it would not compile with an if else statement- I fixed this by initializing the dice as loaded and if the user did not want its die loaded then I would call the parent roll of the die class so that it would not be loaded.