

-Design changes and analysis:

While implementing this program, I had several problems, mainly from trying to over complicate what I was initially trying to do. This was frustrating mainly because I would compile and run it and end up with ten more bugs than I had before. On top of everything else, this week I got a new linux laptop and my touchpad is super sensitive. So every two or three lines of code, my cursor would go up too a different line and cause issues and break concentration. I digress, my initial design document didn't accurately depict the inheritance of the classes, and I focused way too much on planning out my variable names. When running the program, the results are pretty much 50-50 when choosing the same information for both players, and either way the results are skewed depending on a loaded or normal die. Again, I got to get my timing down and try to get these assignments finished before the due date.