

My original design was to use my main.cpp file for most of input, but then I realized I should do all of this in the Game.cpp. I thought about creating another class (Player), but just ended up not doing that due to time constraints. During implementation I encountered problems with overriding the original Die roll function. Most things were syntax errors, not a lack of conceptual understanding. It was hard to find the correct answers on google because my questions were so specific. For example “how to override base function in inherited function in c++.” The book wasn’t super helpful on this either; I actually used another Gaddis book I had from a previous C++ class. The hardest part was definitely defining the loaded die class. I really couldn’t figure out how to call the original function and offset, so it took me forever just playing around with it. My rand function also didn’t choose a number between 1 and num sides so that was frustrating, but honestly just getting it to compile felt like an accomplishment. Input validation took an extremely long time. I tried many different methods (first and if statement, then an unsuccessful do while), then finally landed on a successful do-while with a boolean flag.

Test Case	Input Values	Driver Functions	Expected Outcomes	Observed Outcomes
Player 1: die, 2 sides  Player 2: loaded die, 2 sides	Input 1 = die, 2 Input 2 = loaded die, 2	Die Loaded_die	Player 1 roll: 1 Player 2 roll: 2	Player 1 roll: 2 Player 2 roll: 1
Player 1: loaded die, 2 sides Player 2: die, 2 sides	Input 1 = loaded die, 2 Input 2 = die, 2	Die Loaded_die	Player 1 roll: 2 Player 2 roll: 1	Player 1 roll: 2 Player 2 roll: 1
Player 1: die, 2 sides Player 1: die, 2 sides	Input 1 = loaded die, 2 Input 2 = die, 2	Die Loaded_die	Player 1 roll: 1 Player 2 roll: 1	Player 1 roll: 2 Player 2 roll: 1
Player 1: loaded, 2 sides Player 2: loaded, 2 sides	Input 1 = loaded die, 2 Input 2 = die, 2	Die Loaded_die	Player 1 roll: 2 Player 2 roll: 2	Player 1 roll: 2 Player 2 roll: 1
Player 1: loaded die, 3 sides  Player 2: loaded die, 4 sides	Input 1 = loaded die, 2 Input 2 = die, 2	Die Loaded_die	Player 1 roll: 3 Player 2 roll: 4	Player 1 roll: 2 Player 2 roll: 3
Player 1: loaded	Input 1 = loaded	Die	Player 1 roll: 4	Player 1 roll: 4

die, 5 sides Player 2: die, 3 sides	die, 2 Input 2 = die, 2	Loaded_die	Player 2 roll: 2	Player 2 roll: 2
Player 1: loaded, 2 sides Player 2: loaded, 2 sides	Input 1 = loaded die, 2 Input 2 = die, 2	Die Loaded_die	Player 1 roll: 2 Player 2 roll: 2	Player 1 roll: 2 Player 2 roll: 2
Player 1: die, 6 sides Player 1: die, 3 sides	Input 1 = loaded die, 2 Input 2 = die, 2	Die Loaded_die	Player 1 roll: 3 Player 2 roll: 2	Player 1 roll: 2 Player 2 roll: 2



