BUG 4: Dice Value Test

Test Name	Dice Value Test: Dice seem to always roll the same after first roll.
Use Case Tested:	Play Game
Test Description:	Tests that each roll is producing new results, and we don't get the same result every roll, and every game, in each run of Main.java.
Pre-conditions	No pre-conditions (first bug to be investigated and resolved, as it is a pre-requisite to properly replicate the other bugs).
Post-conditions	Not every roll is identical.
Notes:	
Result (Pass/Fail/Warning/Incomplete)	

	TEST STEP	EXPECTED TEST RESULTS	P	F
1.	Run Main.java	Console opens and results for 100 games are displayed in it. Only the rolls are shown (i.e. only lines of the form, "Rolled DIE1, DIE2, DIE3" where DIE1, DIE2, and DIE3 are one of the available faces CROWN, ANCHOR, SPADE, HEART, DIAMOND, CLUB), no details about bets or balances.		
2.	Look at each individual line	There are at minimum two different rolls.		
3.	Repeat Steps 1-2 twice (for three runs total).	Same as Steps 1-2.		

Test Data Table

	1	2	3	4	5
N/A					

Run: