**v1.8.6**

* Renamed the getNames function to enterNames
* Renamed the getPlayer function to nextPlayer
* Fixed the various warnings caused by the implementation of dice objects in v1.8
* Fixed a logic error in the play function that caused player scores to be double their intended value

**v1.8.5**

* Changed maxScore range minimum from 1. The minimum of the maxScore range is now ((sizeOfDice \* numberOfDice) \* 1.5) so the score range becomes dependent on the values of game variables.
* Added a dialog window to display the winner
* All player scores are displayed after the game has been won, before the gameplay terminates

**v1.8**

* Changed the allowed number of players from 1 - 3 to 2 - 4
* Added diceInterface to facilitate the use of the Die and PairOfDice classes
* Die replaces the previously implemented logic of rolling a single dice in the main method
* PairOfDice replaces the previously implemented logic of rolling two dice in the main method
* Die has the following methods
  + Constructors:
    - void Die()
    - void Die(int)
  + Mutators
    - void setSize(int)
  + Accessors
    - void getSize()
  + Additional methods
    - boolean checkLoss(int)
* PairOfDice has the following methods
  + Constructors:
    - void Die()
    - void Die(int)
  + Mutators
    - void setSize(int)
  + Accessors
    - void getSize()
  + Additional methods
    - boolean checkLoss(int)

**v1.7**

* Added the displayScores function to display all player scores at the end of a turn.
* Added additional output formatting.