The 'Player' class inherits from the 'GenericPlayer' class. GenericPlayer is filled out with a colour because it is an abstract class. The 'Board' class is included in the 'Player' and the 'Game' class. The 'Player' and the 'Board' class are included in the 'Game' class.

Create players
Get how many games to simulate
Determine who is throwing first
    First player aims for bull
      If scored the current player starts the game
        Else continue to aim for bull
Throw three darts
    Throw a dart
      If possible to checkout
        Aim to checkout
      Else aim for the highest possible not busted score
    Check if busted
    If not busted continue to throw
      Else stop throwing
Check if player won
    If won display endgame
Get the next player
Continue until all the games are simulated