Game

Board

Player

Generic Player

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*