

# pseudocode

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```
while rounds is not 0 do
  roundCounter -= 1;
  throwDices();
  if want to keep dices then
    get dice values;
    store values;
    Reroll new dices;
  end if
if turn is over and round is not 6 then
  reset and init dices;
  add round score to total score;
  reset stored values to empty;
  reset turn counter;
  add +1 to round;
  move onto next round;
else
  game is over check if player want to restart;
  Show score;
end if==0
```