ScoreCard class

Player Class

Ask how many players (enter a number)

Each player enters her/his name

Enter a loop and first player rolls dice

Ask if player wants to keep this roll

If not select the specific dice to reroll

If player does not select where to place the value

Repeat steps 2 and 3 for the third roll.

Check to see what the final roll represents, i.e is it a Yahtzee, 4 of a kind etc.

Then select which position in the score card to use.

End of the loop for a specific player

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Enter a loop for a particular player. player rolls dice

Sort the dice

Display the dice

1. 2. 3. 4. 5.

2 2 3 4 5

1. 2. 3. 4. 5.

2 3 4 4 5

1. 2. 3. 4. 5.

3 3 3 3 3

1. 2. 3. 4. 5.
2. 4 4 4 4 if 2nd is = to 5th

5 5 5 5 6 if 1st is = to 4th

Ask if player wants to keep this roll

Display “Do you want to keep this (y/n)”

Accept input and react accordingly.

If not select the specific dice to reroll and reroll.

Display “Do you want to keep this (y/n)”

Accept input and react accordingly

If player does not select where to place the value

After third roll display player’s scorecard and ask

Where they want to place the score.

Check to see what the final roll represents, i.e is it a Yahtzee, 4 of a kind etc.

Then select which position in the score card to use.

End of the loop for a specific player