

Die

- init (self, rect)
 - self.value

- self.image

- self.rect

• roll

- random (6) → self.value
 - 3 seconds
 - send blurred die image to screen
- which image corresponds with rolled value
 - set self.image
- return self.value

• print

- send self.image to screen

Dice

• Init

- self.values (list)

- self.rolls
- create 5 dice
- roll
 - list of selected dice
 - roll listed dice
 - each die returns value, adds to value list
 - add 1 to self.rolls
- print
 - send images to screen