

## 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

## Button

- init(reet)
  - self, reet
  - self, score
- print
  - send button to screen
  - if self.score != 0

- if self, score -

Upper section button (subclass of button)

- init (rect, num)
  - self, rect
  - self, score
  - self, num - dice roll value that counts towards score (ie. 1s, 2s, etc.)
- Calc
  - based on values of current roll, calculate score
- print
  - send button to screen
  - if self, score  $\neq 0$ , print score