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Analysis Document

Completed Features

1. Dice rolling. This includes randomized dice, choosing dice to keep, and re-rolling, including tracking number of rolls and stopping after 3. Also includes associated graphics and GUI functionality.

2. Score updating. This includes assigning hands to fields, having those scores output correctly when assigned to a field, and afterwards allowing the player to end their turn and start a new one.

3. First implementations of the Player class. This allows players to have their own scores and for players to be treated separately from one another.

Missing Features

1. Editing players functionality. This includes choosing the amount of players and possibly the players' names.

2. Options menu. The menu does not exist and, moreover, there are no options to change.

3. How to Play button functionality. Players will be able to click on the button and be informed of how to play Yahtzee.

4. Viewing other players' scores and score cards.

5. Allowing additional players to exist in the game. For now, only one player can play. Obviously, this is going to have to change someday.

6. Bug fixes. For now, there is an unintended feature where button toggles are not reset at the start of a new round.

7. Unit testing and other tools for preparation to deploy.