Project 1

Yahtzee Dice Rolling

CIS 5

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# Introduction

Yahtzee is a simple dice rolling game where players attempt to score higher by saving dice and building a “hand” out of the values over three rolls. These include things like a full house, three of a kind, a straight, and the titular Yahtzee whereby all five dice are the same value. After six rounds the grand totals are calculated and the highest wins.

# Summary

Project Size: 400+ Lines

Number of Variables: 15

As the project was limited in scope to exclude arrays, I had some difficulty saving values in a useful format. There is also a lot of repeated code I would have liked to put in functions. My initial implementation was to have the die variables which weren’t rolled hold on to the kept dice values but couldn’t come up with a solution. As such I opted to move all values to a string. It wasn’t until towards the end of the project I thought of a more feasible way to save values as ints that would require an extensive rewrite I didn’t have time for.

One thing we haven’t covered is converting an int to a char. I discovered through online searching that the easiest method is to add the type cast int to a 0 char as otherwise it would return the char that relates to that number.

# Description

The main point of this program is rolling dice and giving the user the option of which ones to keep.

