Danielle Goodman

March 25, 2019

IT-242

Farkle Models

**Dice**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Die #1** | **Die #2** | **Die #3** | **Die #4** | **Die #5** | **Die #6** |
| Name: Die 1  Value: 1  Alt Value: 100  Constructor: string name, int value, int altValue | Name: Die 2  Value: 2  Alt Value: Three 2s = 200  Constructor:  string name, int value, int altValue | Name: Die 3  Value: 3  Alt Value: Three 3s = 300  Constructor:  string name, int value, int altValue | Name: Die 4  Value: 4  Alt Value: Three 4s = 400  Constructor:  string name, int value, int altValue | Name: Die 5  Value: 5  Alt Value: Three 5s = 500  Alt Value 2: 50  Constructor:  string name, int value, int altValue | Name: Die 6  Value: 6  Alt Value: Three 6s = 600  Constructor:  string name, int value, int altValue |

**Scoreboard**

|  |  |
| --- | --- |
| **Your Turn** | **My Turn** |
| Dice Roll  Die Number: 1, 2, 3, 4, 5, 6  Die Value: 100, 200, 300, 400, 500, 600, or 0  Constructor: string dice roll, int dieNumber, int dieValue | Dice Roll  Die Number: 1, 2, 3, 4, 5, 6  Die Value: 100, 200, 300, 400, 500, 600, or 0  Constructor: string dice roll, int dieNumber, int dieValue |
| Scoring Value  Contuctor: int scoringValue | Scoring Value  Contuctor: int scoringValue |