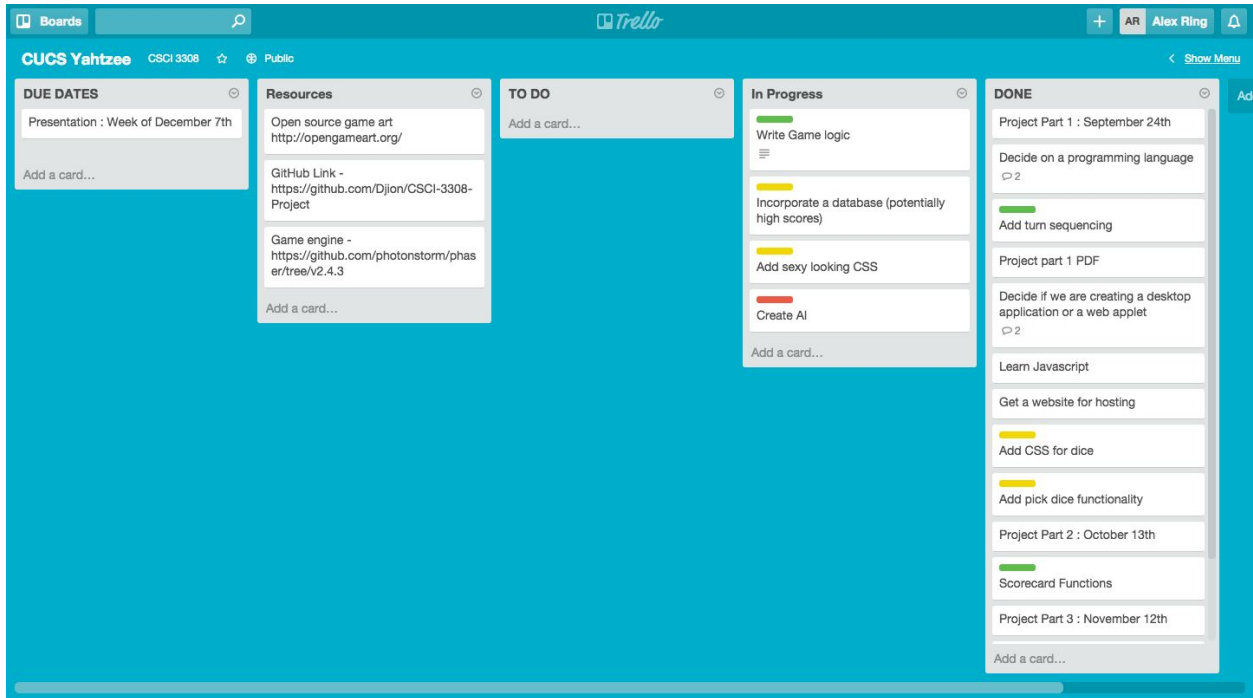


Title: CUCS Yahtzee

Who: Alex Ring, Robert Allen, David Zhuzhunashvili

Project Tracker: We used trello; <https://trello.com/b/PWWafanr/cucs-yahtzee>



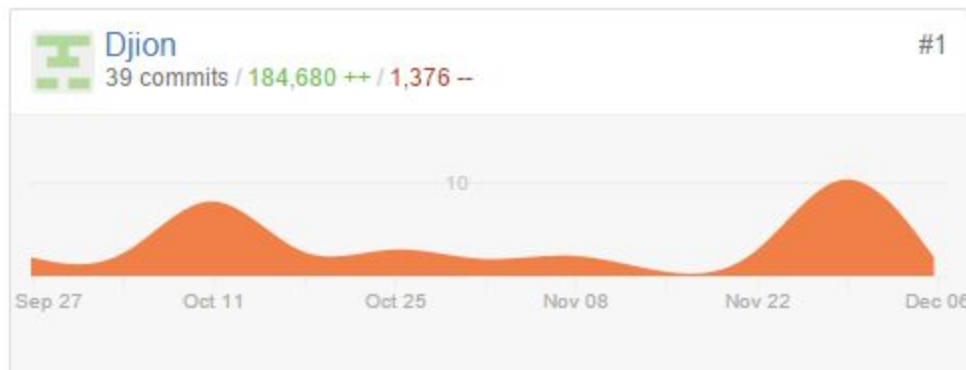
Video: <https://www.youtube.com/watch?v=S-o6yRPUgww>

Raw file can be found in github

VCS: <https://github.com/Djion/djion.github.io>

Screenshot:

Djion is Alex Ring and th3ac3 is Robert Allen.





* **NOTE :** David only has 5 commits because he originally committed anonymously and the network assigned him a random email address and could not add the email to his github account. He only recently started committing with a specified email. However, all his commits can be seen on our github repository under the name David-Zhuzhunashvili. He has a total of 19 commits including these 5.

Deployment: (website)

Instructions: Our software is a web based game and should run when you go to the website, www.outdoyourself.net, and just play the game!

Auto-doc: We used JSDoc for our auto doc software, their website can be found here: <http://usejsdoc.org/>. We were unable to find a javascript auto documenter that produced pdf output. Apparently this is a common consensus among classmates.

Our autodocs can be found here <https://github.com/Djion/djion.github.io/tree/master/out> in order to view them you need to open up the index.html file found in the directory above. Screenshot for convenience:

Home

scoring.js

Score calculator for each scoring method

Version:	1.2.3
Author:	Alex Ring, David Zhuzhunashvili, Robert Allen
Source:	scoring.js, line 1

script.js

Yahtzee script, makes the game work

Version:	1.1
Author:	Alex Ring, David Zhuzhunashvili, Robert Allen
Source:	script.js, line 1

Methods

`chance(Dice) → {int}`

Returns the sum of all 5 dice.

Parameters:

Name	Type	Description
Dice		An array of dice objects, each one having an integer value from 1 to 6.

Source: [scoring.js, line 197](#)

Returns:

`total_score` - The score calculated based on the function's description.

Type

`int`

Home

Classes

Dice

Global

`chance`

`checkDiceClick`

`clearScreen`

`diceRoll`

`Draw`

`drawDice`

`fiveOAK`

`fourOAK`

`fullHouse`

`largeStraight`

`loc`

`oneToSixSum`

`playGame`

`ready`

`rollActiveDice`

`scoreSelction`

`smallStraight`

`threeOAK`

`Toggle`

`totalScores`