Yahtzee

The goal of this project was to create a functioning Yahtzee game that tells you your score after playing a round. The general design of this project was one that used classes and methods in ways that I had never used them before. From just creating classes and then adding methods as I saw fit to better execute the program. At this point in time the design of this project is not as ironed out as much as I would like. There are some weird missing pieces in the game. Such as how the code runs and what functions are running to create the game. I will be going back to redo some methods and overall great a much easier to understanding of the game runs from an overview of just looking at methods and classes. Some major programming issues are how I am unable to loop the game for you to play again. I am still figuring out how to do this, but it starts at creating less weird methods and smoothing out what is called. Another major issue was not having the arrays of dice being passed from method to method. I solved this by making it a parameter to get the array passed as before I was just trying to global variable it. The last major issue is with the scorecard, and it is keeping the scores after a game as been played. I know I need to clear them by calling it a new again and this will be done when I go through and smooth out the code from its messy hectic state now. What I would have done differently had I had more time would be too great a full layout of how the classes would interact and what methods I would need in each class. Then I would pseudo code each one to just give myself a rough picture so the code would not just be pieced together on the spot as it feels like it is now.

Yahtzee

- +Dice
- +Hand
- +ScoreCard
- +Player

Dice

- -Roll
- -Side up
- -Number of sides
- -Number to string
- -Compare Die

Hand

- -Bool to number (reNum)
- -Hand placement (Initial roll)
- -Re-roll
- -Input
- -Hand print
- -Check to re-roll
- -Sort Array

Player

- -Rolls
- -Play agin

ScoreCard

- -Upper Section score
- -Lower Section score
- -Score choice
- -Input
- -Total
- -Three of a kind
- -Four of a kind
- -Full house
- -Straights found
- -Yahtzee score