

Yahtzee project

Richard and Jake



Description of yahtzee

Dice 1

Dice 2

Dice 3

Dice 4

Dice 5

How many dice do you want to keep? 2

Select which a dice to keep 1

Select which a dice to keep 4

Dice 1

Dice 2

Dice 3

Dice 4

Dice 5

How many dice do you want to keep? 2

Select which a dice to keep 1

Select which a dice to keep 4

Dice 1







Dice 2

Dice 3

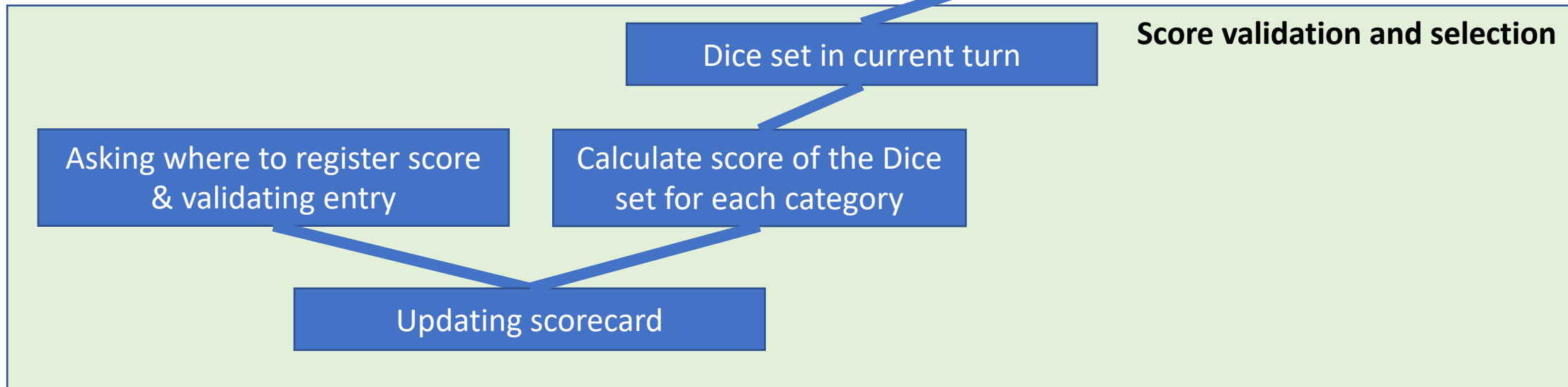
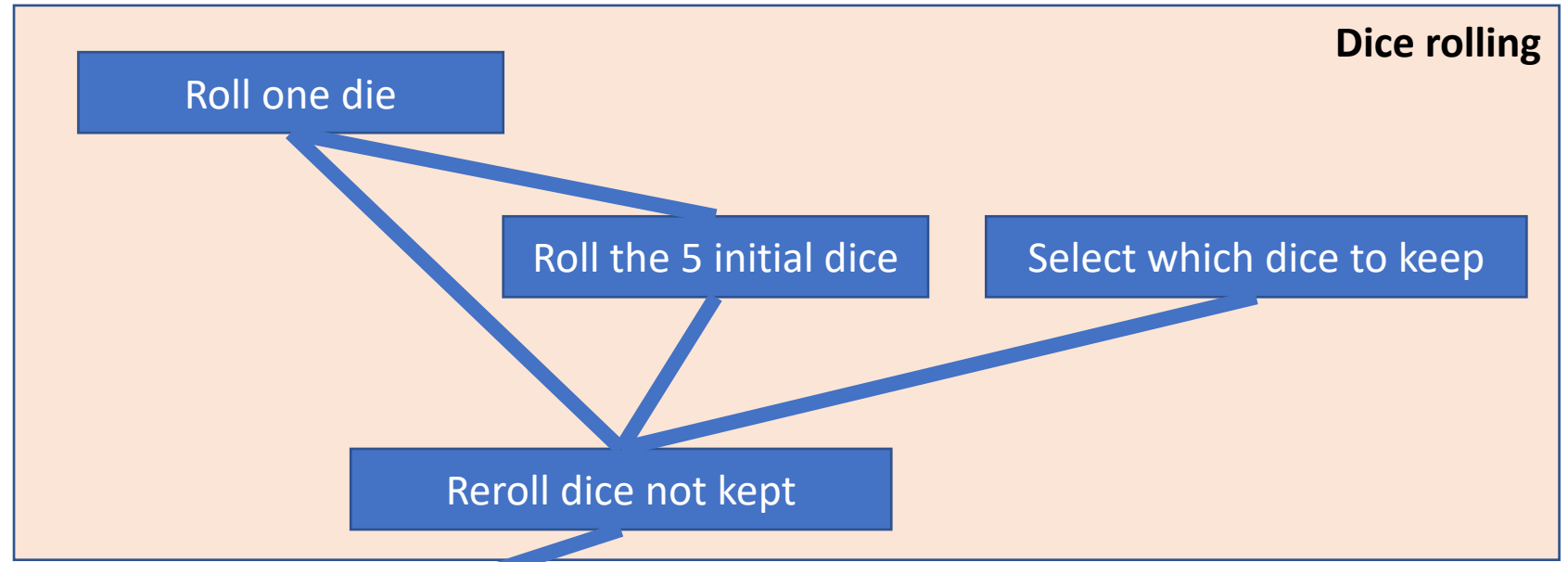
Dice 4

Dice 5

Choose which score location you want: fours|

UPPER SECTION	HOW TO SCORE
ACE  = 1	COUNT AND ADD ONLY ACES
TWOS  = 2	COUNT AND ADD ONLY TWOS
THREES  = 3	COUNT AND ADD ONLY THRESS
FOURS  = 4	COUNT AND ADD ONLY FOURS
FIVES  = 5	COUNT AND ADD ONLY FIVES
SIXES  = 6	COUNT AND ADD ONLY SIXES
BONUS <small>IF TOTAL SCORE IS 63 OR OVER</small>	SCORE 35
3 OF A KIND	ADD TOTAL OF ALL DICE
4 OF A KIND	ADD TOTAL OF ALL DICE
FULL HOUSE	SCORE 25
SM STRAIGHT <small>(SEQUENCE OF 4)</small>	SCORE 30
LG. STRAIGHT <small>(SEQUENCE OF 5)</small>	SCORE 40
YAHTZEE <small>5 OF A KIND</small>	SCORE 50
CHANCE	SCORE TOTAL OF ALL 5 DICE

Code structure for one turn



Challenges & Improvements

Challenges

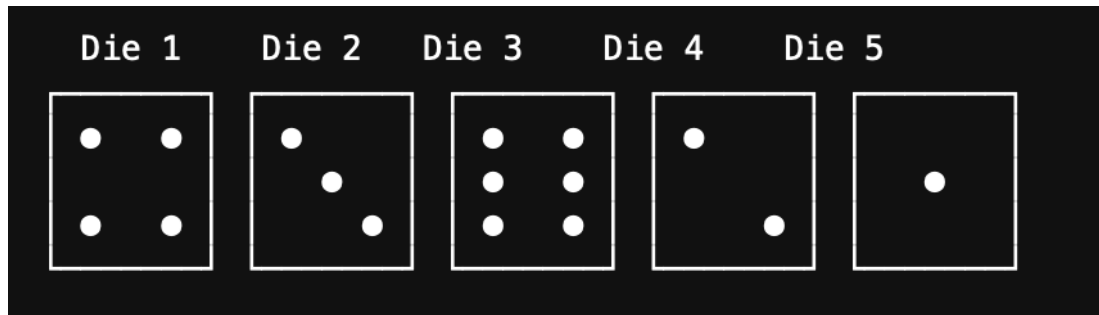
- Getting the rules to work as intended for more complicated combinations (three kind, four kind, straight etc.)
 - Especially full house since different combinations
- Aesthetics (printing dice and scorecard)
- Adding multiplayer functionality

Improvements

- Making decisions by cursor instead of keyboard entry
- Adding additional score bonuses (yahtzee bonus)

Highlights

- Our beautiful dice:



- Clear cell output to keep game interface clean and easy to follow
- Saving data and output in place to keep track of scoring