

To: Dr. Jiang Li

From: Samuel Wyatt and Bryan Tidwell

Subject: Yacht-C Vision Memo

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In this project, we at **Bad Boys Entertainment** plan to implement software that incorporates aspects of the *HasbroTM*'s (no affiliation) game YAHTZEE called Yacht-C#. The main feature of this game will include the user or users the ability to play a YAHTZEE influenced dice game.

- Users will start game by choosing number of players > 0
- The rounds will iterate over each player
- Each player will have 3 rounds to roll a set of 5 dice
- Then the player will have the option to hold dice or check conditions to score points
- The scoring options will be the same as the *HasbroTM* game YAHTZEE
- At the end of the turn, the player must choose an option to score even if it means it doesn't meet any conditions to score. *This limits the game to a finite number of rounds*
- When every player has their score card filled out at the end of the game, each score will be considered and a winner will be declared.
- The user(s) will also have the option to save and load games if they are unable to finish in their allotted times.

Implementation will be done in C# on the .NET platform.

"The Only Way to Win is to Roll the Dice"