

Declare enum for faces
Declare 6 faces die[]
Declare 10 "names[]"
players' name



random number for seed
random number for player
uint32_t num_player (1-10)
random number for die (0-5)
uint32_t num_die

Start playing ↓

Game drawing, Ex: 3 players in play

1. Assign everyone \$3.

P₁ P₂ P₃

\$3 \$3 \$3



Display

Random seed: seed

How many players? num_players



code

While more than one person has
more than \$0. game continues

Display

names[i] rolls:

code

For how much that person has,
rolls how many times.



code do random number from (0-5)
if 0 then give \$1 to left
if 1 then give \$1 to right
if 2 then give \$1 to center
otherwise pass



Display

{ gets a pass
 give \$1 to names
 put \$1 in the pot





if only one person has more than \$0,
he/she wins the pot.

Display

names[] wins the \$ pot

with bank[] left in the
bank

Pseudocode

```
main(){
    ask for seed;
    ask for number of player;

    create array bank[] size of number of player;
    //bank[] store each player's money
    int pot=0 //store the amount of money in the pot
    for(number of player){
        assign everyone 3 dollar;
    }
    while(more than one person has more than one dollar){
        //game continues
        for(each player rolls the dice, depending on how much
each player has, at most 3 times){
            dice = random(0-5)
            display the result;
            record how money flows;
            left(), right() will determine who's the person next
to that player;

        }
    }
    //at the point, only one person has more than one dollar
    announce the winner;
}
```