BUTTON 'START GAME' is pressed

CREATE score chart

    START A GAME SET

    CREATE a dice hand with 5 dice
    CREATE an array for saving dice rolls
    CREATE a number of rolls left = 2
    CREATE score options set

    CALL roll()
    : roll the dice in the dice hand

    SAVE/ADD the new values in the array for saving dice rolls (sort DESC)

    DRAW the rolled dice on the page (as image/checkbox)

    USER SELECTS dice to be rolled again

    IF BUTTON 'ROLL AGAIN' is pressed

        IF number of rolls left > 0

            DECREASE the number of rolls left by 1

            IF the number of rolls left = 0
            DISABLE the 'ROLL AGAIN' button
            ENDIF

        ENDIF

        SAVE the values of unselected dice in the array for saving dice rolls

        CREATE a dice hand with number of dice selected

        CALL roll()
          : roll the dice in the dice hand

        SAVE/ADD the new values in the array for saving dice rolls (sort DESC)

        DRAW the rolled dice on the page (old and new)

ENDIF

IF BUTTON 'SCORE' is pressed
    IF a roll in the dice roll set repeats
        MULTIPLY dice value by number it's been rolled
        SAVE scorable combination (dice value, number of rolls and score)
        into score options set
        ARRANGE the score options set DESC
        IF there is a scorable combination
            IF the score chart hasn't used this option before
                SAVE the highest score into the score chart
            ENDIF
        ENDIF
    ELSE
        FOR each category in the score chart starting from the lowest
            IF category is empty
                SAVE 0 to this category
                STOP checking/BREAK
            ENDIF
        ENDFOR
    ENDIF
    FOR each category in the score chart starting from the lowest
        IF category is empty
            START A NEW GAME SET
            STOP checking/BREAK
        ELSE
            DISPLAY MESSAGE "Game over. Total score: XXX"
        ENDIF
    ENDFOR
ENDIF