

# Brief Case Descriptions

- 1. Choosing Dice Combinations:** After rolling the dice, the player selects which combinations of dice they want to use for their turn. The system calculates the potential scores for each combination and displays them to the player. The player selects their preferred combination and the system updates the game board accordingly.
- 2. Winning the Game:** When a player reaches the top of all three columns on the game board, they win the game. The system displays a victory message to the winning player and updates their win/loss record. The other players are notified that the game has ended and given the option to start a new game or exit the program.
- 3. Losing a Turn:** If a player fails to make a valid move on their turn, they lose their turn, and play passes to the next player. The system notifies the player that they have lost their turn and updates the game board to reflect the current player's turn.
- 4. Idling:** If a player fails to take action within the allotted time limit, the system will take action on behalf of the player or move on to the next player if applicable. If a player fails to take action multiple times, they will be replaced by an AI player, and the label "idle" will be displayed beside their name. This ensures that the game progresses smoothly and players are not unnecessarily held up by slow or unresponsive players.