

## asgn1: Pass the Pigs Design Doc

I believe the only way to check for if the user entered a letter when it comes time for user input is to have the input be entered as a string and not an int.

The logic of the game itself shouldn't be too hard as it should just consist of a few loops, Loop 1.)loop a players turn until they roll the pig to the side, Loop 2.)loop through all of the players until one wins

start:

- Ask player for number of players
- Player enters input
  - Check to see if input is less than 2, greater than 10, or is not actually a number
  - Default to 2 players if invalid input
- Ask player for seed used for rng
- Player enters input
  - Check to see if input is less than 0, greater than max value of an unsigned int, or is not a number
  - Default to 2021 if invalid input
- Set srand to player input
- Have each player take a turn until a player hits 100 points
- Loop each players turn until they roll the pig to the side
  - For each loop, generate a new random number to imitate rolling the pig
  - Assign the appropriate amount of points for rolling
  - Print the outcome of rolling the pig
- Print the winner of the game