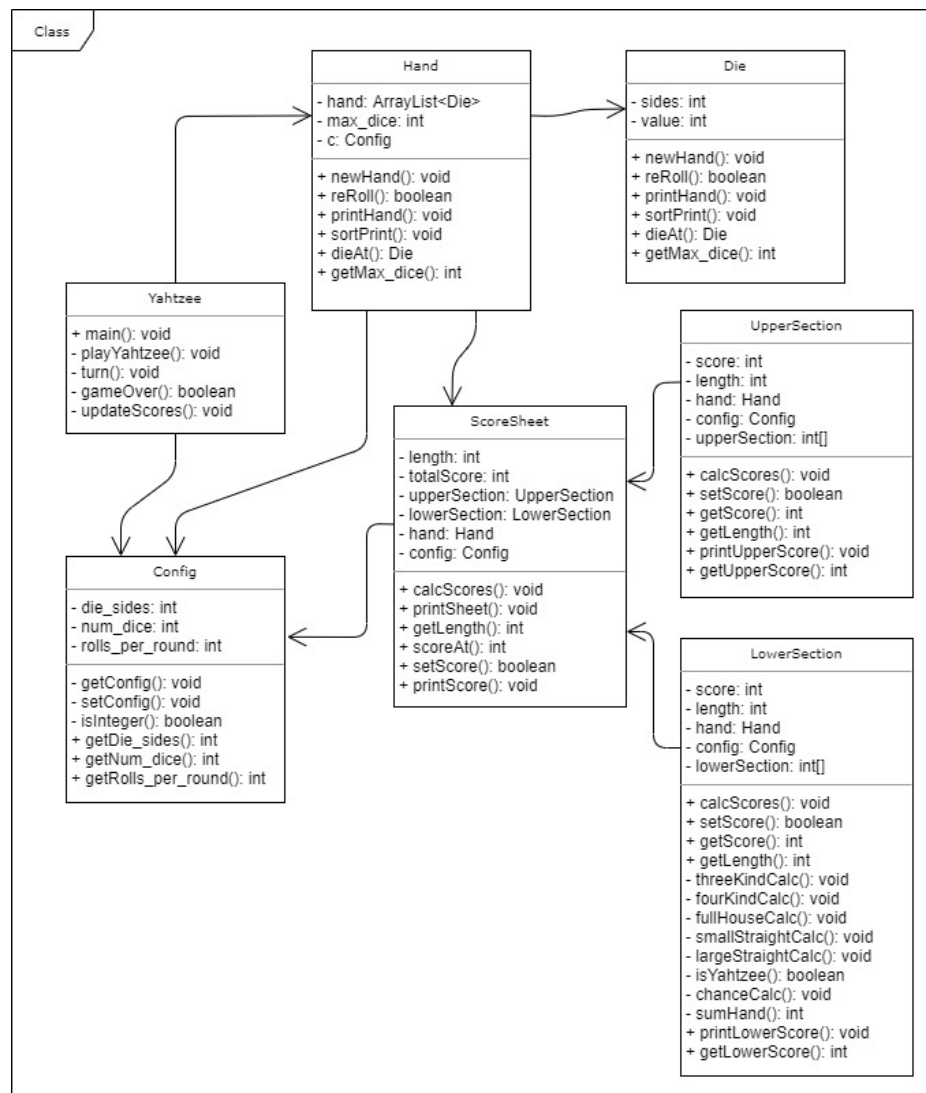


HW3 Summary

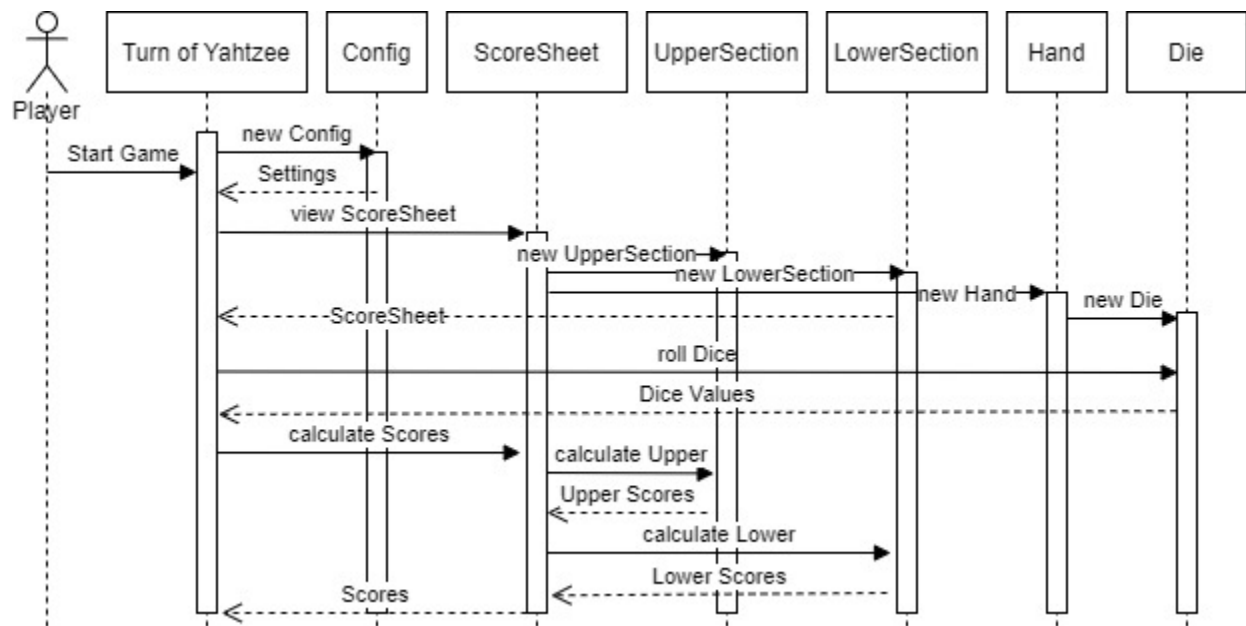
Goal – The goal of this assignment was to give a taste of implementing a rough product for our Yahtzee project.

General Design – I changed how the ScoreSheet was created and implemented two more classes to store and calculate the scores for each separate section of the ScoreSheet. Then, I used two different sheets while playing the game, one to store the player's score throughout the entire game, and another to store the possible scores for each individual turn. The player will choose which score they want to keep by selecting the specific line with their desired score.

UML Class Diagram



UML Sequence Diagram



Issues – I had some issues when “moving” the scores from the ScoreSheet containing the scores for the round to the ScoreSheet containing the scores from the entire game, however after this was figured out, it was mostly minor bug fixing after that.

Looking Back - I would probably have have tried to spend more time figuring out how to calculate the scores for the lower section, as this took a significant amount of time to create new functions for the LowerSection class.