

# Class GameLogic

(static meth)  
.calculate\_score(1,1,1)

Search scores library for  
match with tuple

return score

↑ based on score library

(static meth)  
.roll\_dice(0 < dice < 7)

→ sort random values  
using most-common

← # of dice  
in roll

→ return tuple(0 < val < 7)

store as  
tuple

← length of tuple = int

- Will need a way to store # of dice remaining and call roll\_dice() again.
- will also need a way to exit method

scores { [1]: 100

[1,1]: 200

[1,1,1]: 300

}