Start

+ string: playerName
- int: numberOfPlayers

---

set numberOfPlayers

Screen

- int: screenWidth
- int: screenHeight
- string[]: diceImages
- int[]: diceID

---

set screenWidth
get screenWidth
set screenHeight
get screenHeight
set diceID
- void SetScreen(screenWidth, screenHeight)
- void DrawDices(diceImages[])

Throws

+ int: numberOfThrows
- int[]: diceID
+ int[]: valueOfDices
+ button: throwbutton

---

get diceID
- void ThrowDice(diceID[], numberOfThrows)

KeepDice

- int[]: diceID
+ bool: diceLocked
+ button: lockButton

- bool LockDice(diceID[], diceLocked)
- bool UnlockDoce(diceID[], diceLocked)

Score

- int[]: valuesOfDices
+ int: totalScore
+ int[]; currentScores

---

get valuesOfDices
- int CalculateScore(valuesOfDices[])
- int CalculateTotalScore(currentScores[])