Penny Pitch Program Design

-start is Class pennyPitch

-several global variables to be declared

Integers

-2 2D arrays, boardPoint, boardValue measuring [6,6] for the storage of data relating to the individual checker spots.

-loop will run to assign point values to one of the arrays

-totalPoint will store game points, initialised as 0

-tossX and tossY will contain the coordinates of the checker spot the penny lands on

-gameMax, value of totalPoint player will play until

-totalToss, number of tosses, initalised as 0

-gameStart, decides beginning and end types of the game, initialised as 0

Strings

-win, will contain the winning message

-lose, will contain the losing message

Master Loop

-conditions of gameStart == 0

-will start with several methods

-randomise, will randomize the values of tossX and tossY from 1 to 6

-assignPoint, assigns the point to the checker spot [tossX,tossY] boardPoint

-refreshLoop, refreshes the game board based on how many pennies are on each point

-additonToPoints, adds the value of [tossX,tossY] boardValue to totalPoint

-allCheck, checks all variables to make sure they are still valid, else it throws an exception

-also checks if game end has been reached