Final Project – Farkle Pseudocode

READ instructions text file

PROMPT user with the instructions for the game

PROMPT player to input the number of players that will play

IF number of players input is less than 2

ASK for more players

CREATE instances/objects based on the amount of players to track each player’s progress

INITIALIZE six variables to store each die value

LOOP that continues the game until one of the players reaches 10,000 points

ROLL the six dice

DISPLAY dice face values

IF no point dice appear

FARKLE occurs

PASS play to next player

ELSE IF all six dice are point dice

ROLL the six dice

CALCULATE any points acquired

IF dice have a roll of 1

ADD 100 points to player’s points

IF dice have a roll of 5

ADD 50 points to player’s points

IF 3 dice have the same face value

ADD the face value times 100 to player’s points

PASS play to next player

ELSE

CALCULATE any points acquired

DISPLAY current dice face values and potential points

PROMPT player the option to continue to roll or stop to keep any points acquired

IF player continues

ROLL remaining dice

IF no point dice are rolled

DEDUCT all point dice collected during turn for the player

PASS play to next player

ELSE IF player decides to pass

PASS play to next player

STORE any points recorded during their turn

IF a player reaches 10,000 points or more

EACH player gets one more turn

IF new player has more than current winning score

DECLARE new player the winner

ELSE

DECLARE first player the winner