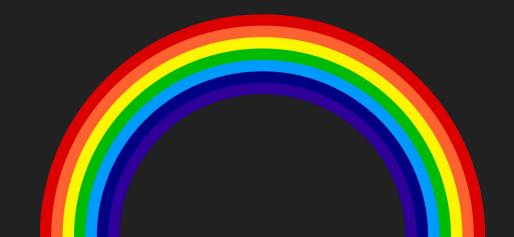
# CPSC 224 Presentation

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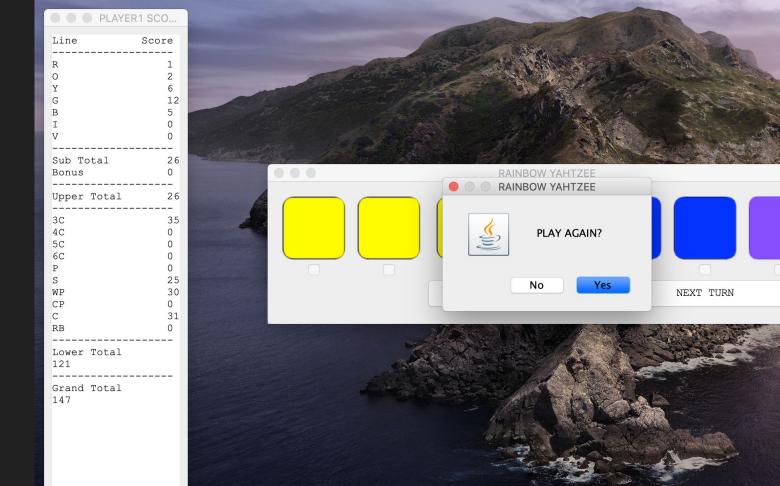
## Overview

- Play a multiplayer game of Rainbow Yahtzee
  - A Version Of Yahtzee That Uses Colors Instead Of Numbers
    - Red-Violet (7 colors)
  - Similar Functionalities To Yahtzee
    - Round, Turn, Hand, Scorecard, etc.
  - Users Can Customize The Game To Their Liking Prior To Playing
    - # of Die, # of Players, # of Rolls Per Turn

#### Features

- Multiplayer
  - Default Single-Player, Up To 8 Players
- Number of Dice
  - Default of 7 Dice & Options of 10 or 12
  - Dynamic Scorecard
- Number of Turns
  - o Default of 3 & options of 4 or 6
- Option to play again at the end of the game
- Displays the winner of the game
- Displays Scorecard



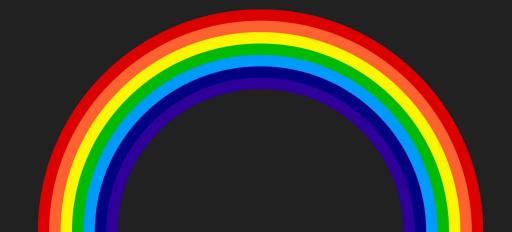


## Architecture and Design

- Inspired by Lizard Spock Yahtzee
  - Configure Game Before Starting
  - Multiple Predetermined Selections
- New Focus
  - Based Around Color Combinations
    - Primaries, Secondaries, Warm, Cold, Rainbow
    - Each Color Has a Value 1-7
  - New Way of Thinking About Yahtzee

## **Future Extensions**

- Choose Colors
- Screen Color:
  - Turns Background Colors When Certain Criteria Is Met
  - I.E: Turns Background Warm Or Cold Colors Based On Hand
    - The Background Helps You Play The Game
- Add animations for rolling of dice



## Demo

Time for demo!

