

Design

Playing Pigs game.

Roll the pig.

SIDE = 0 points

Razor back = 10 points

Trotter = 15

Jawler = 5

Game over when
one player ≥ 100 points

Turn over when hitting SIDE

Include C libraries. / names, h

Default SEED Value

```
int main {
```

```
    ask for seed,
```

```
    if invalid
```

```
        use default
```

```
    ask for # of players
```

```
    if invalid use 2 players.
```

```
int points[10] = [0, 0, 0, 0, 0, 0, 0, ...]
```

still_turn = false

curr_player = 0

while (true)

print who rolls the pig
set still_turn true
while (still_turn)

- roll pig

- print

- check what it was

{ IF side
still_turn = false

check if any player is at 100 or ↑ above

If yes can print winning statement

curr_player = (curr_player + 1) % num_pl