# Possible Tasks

* Score begins at 501 by default
* Validate the score for a single, double or triple is between 1 and 20 inclusive
* Allow 0 when the last throw lands in the inner ring
* Allow 0 when the last throw lands on a double
* Expect at least one throw
* Reducing the score to 1 resets the score
* Reducing the score to below 0 resets the score
* Allow score to reach two
* Allow a win from a score of 170
* Ensure score is reduced appropriately after a series of throws
* Allow game to end when first throw lands on zero and is double
* Allow game to end when second throw lands on zero and is double
* Allow game to end when third throw lands on zero and is double
* Allow game to end when first throw lands on zero and is inner ring
* Allow game to end when second throw lands on zero and is inner ring
* Allow game to end when third throw lands on zero and is inner ring
* Ensure first throw is not a pass
* Ensure second throw is not a pass when there is a third scoring throw
* Allow second throw to be a pass when third throw is a pass
* When score reaches zero remaining throws should be passes
* Ensure remaining throws are passes when score is below two on first throw
* Ensure remaining throws are passes when score is below two on second throw
* When score passes below 2 on the first throw, subsequent throws must be passes
* When score passes below 2 on the second throw, the third throw must be a pass
* Prevent first throw from being a pass when there is a second and third throw
* Prevent second throw from being a pass when there is a third thro