UNIVERSITÉ Concordia UNIVERSITY

OUR YAHTZEE GAME

-a java project-

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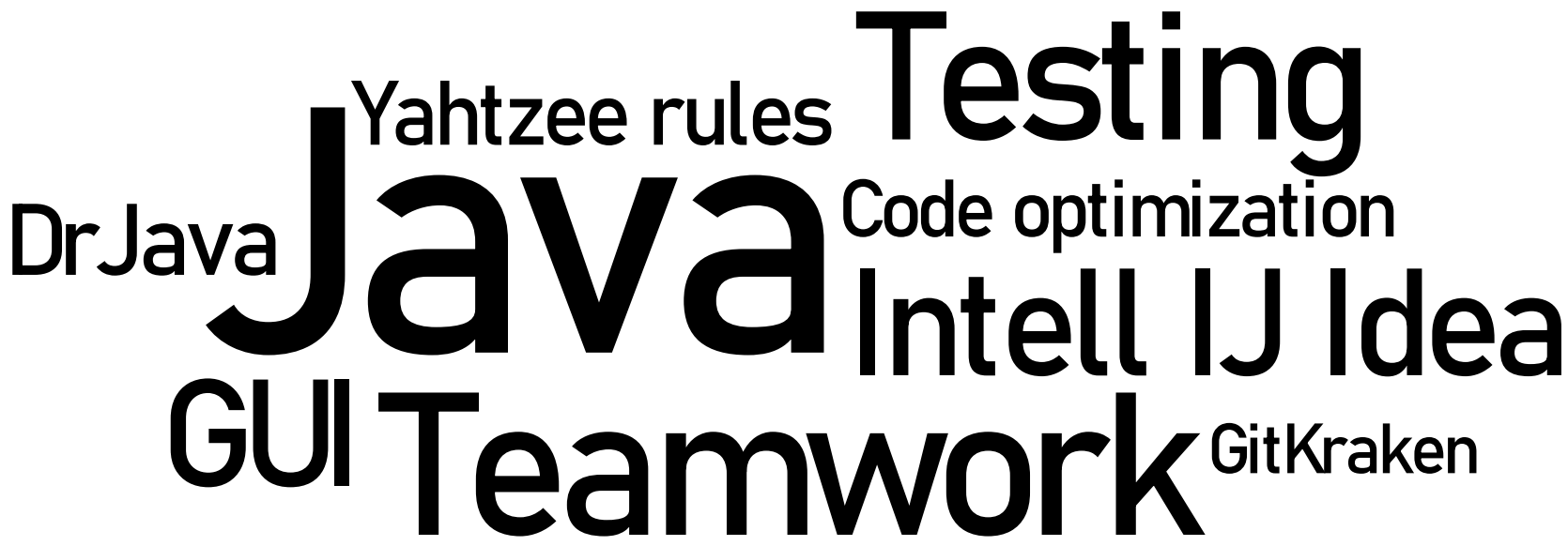
I. What did we learn ?



- 4 classes:

-Dices

-Rolls

-Scoreboard

-UserInterface

II. Our game design

- 4 classes:

-Dices

-Rolls

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handles the random sampling

II. Our game design

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- 4 classes:

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- private int value

- public Dice()

- 4 classes:

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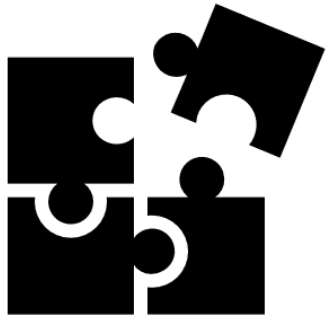

store and check the dice rolls

II. Our game design

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- 4 classes:

-Dices

-Rolls

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- private Dice [] roll

II. Our game design

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- public void InitalRoll()
- public boolean IsThere_n_SameDice(int n)
- public boolean SmallStraight()
- public int min()
- public int RollSum()

II. Our game design

- 4 classes:

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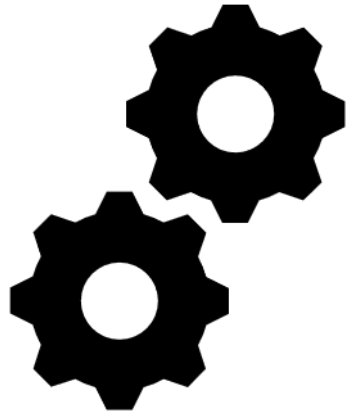

display the scoreboard, save the game...

II. Our game design

- 4 classes:

-Dices

-Rolls

-Scoreboard

-UserInterface

- private int highscore
- private int int_nbPlayer
- private int [][] scoresheet
- private boolean [][] alreadyFill

II. Our game design

- 4 classes:

-Dices

-Rolls

-Scoreboard

-UserInterface

- public Scoreboard()
- public void Score(Rolls roll, int playerNb)
- public void ReinitializeScoreSheet()
- public boolean End()
- public int TotalGame(int playerNb)
- public void findWinner(int int_nbPlayer)
- public void saveGame(int playerTurn, int nbReroll, int[] myRoll)

- 4 classes:

-Dices

-Rolls

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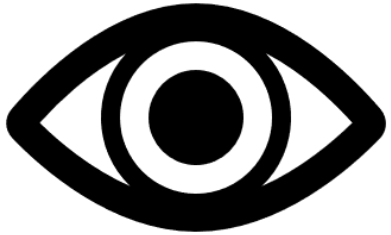

creates the game frame, launches the functions

II. Our game design

III. What can we improve ?

Code organization

Visuals

New Features

IV. Our game in figures

40 hours of work

~100 games played

+1500 lines of code

+300 errors & warnings

3 members

THANK YOU

« One who doesn't throw the dice can never expect to score a six. »

-Navjot Sing Sidhu