**3.7. Engine & Computer:**

**3.7.1. Facts:**

* React on whatever the player selects
* Assign the player chip color which he/she choses
* Ask the number of set of games to be played and after each game ends start a new game until selected set ends or player ends the match
* Generate random number between 1 to 6 when player or the AI selects the option to roll dice
* Record each outcome from rolling the dice
* When player selects a chip suggest him of the moves available for the chip
* Move the chip to the desired position from the player
* When all chips are in the home board of the player allow him to move the chip out of the board
* Display points with a congratulations message to the player who wins

**3.7.2. Attributes:**

* Set of games (int )
* Points ( int )
* Dice – Random number AI ( int )
* Doubling Dice – Random number AI (int)
* Doubling\_dice – Store highest dice number when selected doubling dice(int)
* Outcomes – Record the outcomes (Arraylist)
* Chips\_Points – number of chips per point (Array 0f Arraylist, 24 arraylist)
* Home – To store number of chips cleared(int)

**3.7.3. Behaviors:**

* Store number of games
* Store Incremented points
* Store random number created
* Store doubling dice number created
* Store highest dice number when selected doubling
* Keep Record of the outcomes of dice
* Record chips per point
* Store number of chips cleared

**3.7.4. Collaboration:**

Collaborate with die and doubling cube to display random number generated between 1 and 6

Collaborate with Points to keep track of number of chips per point to give the player suggestions errors if any and a notification when he wins the game

Collaborate with Player and Computer to keep track of the options they select

**3.5 Computer**

**3.5.1. Facts**

* Select the dice option whenever the turn comes
* Choose which chip to move so that AI can win the game

**3.5.2. Attributes**

None

**3.5.3. Behaviors**

None

**3.5.3. Collaborations**

none