Work Breakdown Structure for Yahtzee in Godot 4.0 Engine:

Main Menu Scene

2.1. Create main menu node

2.2. Design main menu layout

2.3. Add "Play" button

2.4. Implement button functionality

Gameplay Scene

3.1. Create gameplay node

3.2. Design gameplay layout

Game Objects

4.1. Dice

~~4.1.1. Create dice nodes and sprites~~

~~4.1.2. Implement dice rolling script~~

~~4.1.3. Implement dice hold functionality~~

~~4.1.4. Implement click-to-hold mechanic for each die~~

4.2. Roll Button

~~4.2.1. Create roll button node~~

~~4.2.2. Implement roll button functionality~~

4.2.3. Implement dice rolling animation for non-held dice

~~4.3. Play Button~~

~~4.3.1. Create play button node~~

~~4.3.2. Implement play button functionality~~

~~4.3.3. Show play button after all 3 rolls are used~~

Scoring Sheet

5.1. Create scoring sheet node

5.2. Design scoring sheet layout

~~5.2.1. Create minor column with 3 sub-columns (icon, select button, player's score)~~

~~5.2.2. Create major column with 3 sub-columns (icon, select button, player's score)~~

~~5.3. Implement scoring functionality for each category~~

~~5.4. Display and update scoring sheet in real-time~~

5.5. Implement scoring selection and confirmation with play button

Game Logic

6.1. Implement turn counter

6.2. Implement round counter

6.3. Implement three-roll limit per turn

6.4. Implement game over condition

Audio and Visual Effects

7.1. Import and implement sound effects (dice rolling, button clicks, etc.)

7.2. Implement visual effects (dice rolling animation, button hover effects, etc.)

Testing and Debugging

8.1. Test game features

8.2. Debug and fix any issues

8.3. Optimize performance

Finalization and Packaging

9.1. Prepare game for export

9.2. Export for target platforms

9.3. Test exported game builds