Lab 7B: Zombie Dice

Implement the game Zombie Dice (<https://en.wikipedia.org/wiki/Zombie_Dice> ) using Object Oriented Programming. You must have the following classes.

* ZombieDie
  + keeps track of the color of the die (green, yellow, or red)
  + public String roll() – rolls the die and returns Brains, Shotgun, or Runner with correct probability for that color of die
* ZombieDicePlayer
  + Keeps track of the name of the player, the number of brains overall, and the number of shotguns on each turn. You may want to have additional variables.
  + Constructor takes just the name of the player and sets the other variables to appropriate values
  + public void startTurn() – reset the shotguns to 0 and make sure there are 13 dice in the cup
  + public boolean takeTurn() – roll 3 Zombie Dice, selecting from the 13 dice in the cup with appropriate probability. Return true if the player is allowed to take another turn. Return false if the player has accumulated >= 3 shotguns or >= 13 brains.
  + public void roll(ZombieDie cube) – roll the given die one time and update the instance variables appropriately. You will call this method inside of takeTurn()
  + Getters
  + public boolean hasWon()
  + toString()
  + You may want additional methods, such as how to select a die, etc.
    - You can use parallel arrays for the 13 dice like they were cards
    - Or you can think in terms of elementary school probability and assign a die that way – generate a random number 1…how many dice are left in the cup. The first \_\_\_ are green, the next \_\_\_ are yellow and the rest are red.
* ZombieDiceGame
  + Play the game

 ----jGRASP exec: java ZombieDiceGame  
Enter player 1 name: L  
Enter player 2 name: T  
L's turn.  
Green  
Yellow  
Yellow  
L has 1 brains and 0 shotguns  
Take another turn (true/false)? true  
Red  
Yellow  
Yellow  
L has 1 brains and 1 shotguns  
Take another turn (true/false)? true  
Red  
Yellow  
Green  
L has 2 brains and 2 shotguns  
Take another turn (true/false)? false  
T's turn.  
Red  
Green  
Green  
T has 2 brains and 1 shotguns  
Take another turn (true/false)? true  
Green  
Yellow  
Green  
T has 2 brains and 2 shotguns  
Take another turn (true/false)? false  
L's turn.  
Green  
Yellow  
Green  
L has 3 brains and 0 shotguns  
Take another turn (true/false)? true  
Red  
Yellow  
Green  
L has 5 brains and 1 shotguns  
Take another turn (true/false)? true  
Green  
Yellow  
Green  
L has 6 brains and 2 shotguns  
Take another turn (true/false)? false  
T's turn.  
Yellow  
Yellow  
Red  
T has 3 brains and 2 shotguns  
Take another turn (true/false)? false  
L's turn.  
Yellow  
Green  
Red  
L has 7 brains and 1 shotguns  
Take another turn (true/false)? true  
Green  
Red  
Yellow  
L has 9 brains and 1 shotguns  
Take another turn (true/false)? true  
Red  
Red  
Green  
L has 10 brains and 2 shotguns  
Take another turn (true/false)? false  
T's turn.  
Red  
Green  
Green  
T has 4 brains and 2 shotguns  
Take another turn (true/false)? false  
L's turn.  
Red  
Yellow  
Green  
L has 11 brains and 1 shotguns  
Take another turn (true/false)? true  
Green  
Red  
Yellow  
L has 12 brains and 1 shotguns  
Take another turn (true/false)? true  
Red  
Yellow  
Green  
L has 13 brains and 2 shotguns  
Winner: L  
  
 ----jGRASP: operation complete.