**Yahtzee Implementation**

**Thoughts on Logic:**

We could set priorities for the different scores. The bigger scores we will select before lower scores based on priority. Using probability we can check the chance that we can reach a certain score. If the probability is to low, we will look to get the next highest priority score. If we fail to achieve that score, we can choose to take the lowest priority score or to choose the chance score if the sum of the dice is high enough. We can multiply the priority of the score being achieved times the priority to decide which score to choose based on which score has the biggest priority X probability of it occurring.

1. Set Priorities of die
2. Check to see if any score has been achieved.
3. If high priority score achieved then stop and take score(Mark score part as complete)
4. Keep checking the probability vs the achieved score to determine what the best choice would be.

Dice: contains implementation for random roll. (An object used in by player for receiving random number between 1 and 6)

Yahtzee game: contains the rules for using and rolling dice, and for scoring. Keeps track of the scores and will notify whether the player can make a move or not.

Player (Computer AI): contains the decision making for the game. Will decide whether or not the probability for a higher priority score is worth it compared to the probability of the other lower priority scores (compare probability, priority, and availability of each score)

