Brett Plemons

IT-312 Software Development with C++.NET

3-4 Journal: Progress on Final Project

16-September-2023

During this week, I spent some time experimenting with different methods of pseudo-randomness within C++ to emulate rolling dice more accurately. While doing so, I also tried a few different ways of representing the dice rolls and keeping track of the rolls over several rounds. Lastly, I watched videos on my dice game, "Liar's Dice," and the rules to ensure my assumptions were accurate. I will continue to experiment with the accuracy of the roles, as that is crucial to the game's playability, and begin creating a data flow diagram to visualize the game flow from start to finish for 1, 2, or more players.