StateMachine1::Farkle scoreboard

pregame: StateMachine2

entry/configuration
exit/begin game

gameplay: StateMachine3

entry/begin Game
do/game plaly
exit/end game

StateMachine1::::pregame::configuration::configuration

add player

edit-delete player

begin game

game configuration

rules

about

* game configuration can happen any time while in this state. Once game play starts, configuration is not allowed.

* Data from configuration will be presented in the rules for consistency.

* rules dialog can be accessed at any time the app is active.

* rules will clarify and explain configuration. Some may have examples.

* about dialogs can be accessed at anytime the app is active.

StateMachine1::::gameplay::game plaly::gameplay

select next player

build turn

build roll

select die from roll

[1 .. 6]

[yes]

[no]

choose
another die?

[no]

roll
again?

finish

Farkle

User selected buttons / decisions

game
over?

[no]

[yes]

Game over is called when all
players have taken a final turn
once a player reaches winning
score.

roll