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UI Logic
boolean values:
hasRolled
hasConfirmedRoll
// if we have rolled and not confirmed, we only care about confirming the roll
hasRedeemed
hasConfirmedRedeem
// if we have redeemed and not confirmed, we only care about confirming the redeem
// Clickables
Roll Button
diceHandler
confirmDieSelectedButton
largeQueue
redeemButton
handGroup
confirmCancelHandList
End Turn Button

//Non-Clickables
QPromptBox
finishedRedeemBox

// total methods
Render RollButton
isWithinBound RollButton
Render DiceHandler
isWithinBound DiceHandler
Render confirmDieSelectedButton
isWithinBound confirmDieSelectedButton
Render largeQueue
isWithinBound largeQueue
Render redeemButton
isWithinBound redeemButton
Render handGroup
isWithinBound handGroup
Render confirmCancelHandList
isWithinBound confirmCancelHandList
Render EndTurnButton
isWithinBound EndTurnButton
Render QPromptBox
Render finishedRedeemBox
////////////////////////////////////
1. !hasRolled && !hasRedeemed
2. hasRolled && !hasConfirmedRoll && !hasRedeemed
3. hasConfirmedRoll && !hasRedeemed
4. hasConfirmedRoll && hasRedeemed && !hasConfirmedRedeem

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5. hasConfirmedRoll && hasConfirmedRedeem
// !hasRolled && !hasRedeemed
6. !hasRolled && hasRedeemed && !hasConfirmedRedeem
7. !hasRolled && hasConfirmedRedeem
8. hasRolled && !hasConfirmedRoll && hasConfirmedRedeem
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1.
if(!hasRolled && !hasRedeemed)
{
    Render RollButton
    isWithinBound RollButton
    Render DiceHandler
    // isWithinBound DiceHandler
    // Render confirmDieSelectedButton
    // isWithinBound confirmDieSelectedButton
    Render largeQueue
    isWithinBound largeQueue
    if(selectedLargeQueue values form a hand)
    {
        Render redeemButton
        isWithinBound redeemButton
    }
    // Render handGroup
    // isWithinBound handGroup
    // Render confirmCancelHandList
    // isWithinBound confirmCancelHandList
    // Render EndTurnButton
    // isWithinBound EndTurnButton
    Render QPromptBox
    // Render finishedRedeemBox

    // transitions
    if(isWithinBound RollButton)
        hasRolled = true;
    if(isWithinBound RedeemButton)
        hasRedeemed = true;
}

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2.
else if(hasRolled && !hasConfirmedRoll && !hasRedeemed)
{
    // Render RollButton
    // isWithinBound RollButton
    Render DiceHandler
    isWithinBound DiceHandler
    if(DieSelected!= 0)

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{
    Render confirmDieSelectedButton
    isWithinBound confirmDieSelectedButton
    // if selected == 1, run confirmDieSelected(die1, die2)
    // if selected == 2, run confirmDieSelected(die2, die1)
}
Render largeQueue
isWithinBound largeQueue
// Render redeemButton
// isWithinBound redeemButton
// Render handGroup
// isWithinBound handGroup
// Render confirmCancelHandList
// isWithinBound confirmCancelHandList
// Render EndTurnButton
// isWithinBound EndTurnButton
Render QPromptBox
// Render finishedRedeemBox

// transitions
if(isWithinBound confirmDieSelectedButton)
    hasConfirmedRoll = true;
}

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3.
else if(hasConfirmedRoll && !hasRedeemed)
{
    // Render RollButton
    // isWithinBound RollButton
    Render DiceHandler
    // isWithinBound DiceHandler
    // Render confirmDieSelectedButton
    // isWithinBound confirmDieSelectedButton
    Render largeQueue
    isWithinBound largeQueue
    if(selectedLargeQueue values form a hand)
    {
        Render redeemButton
        isWithinBound redeemButton
    }
    // Render handGroup
    // isWithinBound handGroup
    // Render confirmCancelHandList
    // isWithinBound confirmCancelHandList
    Render EndTurnButton
    isWithinBound EndTurnButton
}

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Render QPromptBox
// Render finishedRedeemBox

// transitions
if(isWithinBound redeemButton)
    hasRedeemed = true;
if(isWithinBound endTurnButton)
    endTurn;
}

4.
else if(hasConfirmedRoll && hasRedeemed && !hasConfirmedRedeem)
{
    // Render RollButton
    // isWithinBound RollButton
    Render DiceHandler
    // isWithinBound DiceHandler
    // Render confirmDieSelectedButton
    // isWithinBound confirmDieSelectedButton
    Render largeQueue
    // isWithinBound largeQueue
    // Render redeemButton
    // isWithinBound redeemButton
    Render handGroup
    isWithinBound handGroup
    if(all selectionLists of HandGroup have a selection)
    {
        Render confirmCancelHandList
        isWithinBound confirmCancelHandList
    }
    // Render EndTurnButton
    // isWithinBound EndTurnButton
    Render QPromptBox
    // Render finishedRedeemBox

    // transitions
    if(isWithinBound confirmCancelList Selected is Confirm)
        hasConfirmedRedeem = true;
    if(isWithinBound confirmCancelList Selected is Cancel)
        hasRedeemed = false;
}

5.
else if (hasConfirmedRoll && hasConfirmedRedeem)
{
    // Render RollButton

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// isWithinBound RollButton
Render DiceHandler
// isWithinBound DiceHandler
// Render confirmDieSelectedButton
// isWithinBound confirmDieSelectedButton
// Render largeQueue
// isWithinBound largeQueue
// Render redeemButton
// isWithinBound redeemButton
// Render handGroup
// isWithinBound handGroup
// Render confirmCancelHandList
// isWithinBound confirmCancelHandList
Render EndTurnButton
isWithinBound EndTurnButton
// Render QPromptBox
Render finishedRedeemBox

// transitions
if(isWithinBound endTurn)
    EndTurn;
}

6.
else if(!hasRolled && hasRedeemed && !hasConfirmedRedeem)
{
    // Render RollButton
    // isWithinBound RollButton
    Render DiceHandler
    // isWithinBound DiceHandler
    // Render confirmDieSelectedButton
    // isWithinBound confirmDieSelectedButton
    Render largeQueue
    // isWithinBound largeQueue
    // Render redeemButton
    // isWithinBound redeemButton
    Render handGroup
    isWithinBound handGroup
    if(all handGroup lists have a selection)
    {
        Render confirmCancelHandList
        isWithinBound confirmCancelHandList
    }
    // Render EndTurnButton
    // isWithinBound EndTurnButton
    Render QPromptBox

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// Render finishedRedeemBox

// transitions
if(isWithinBound confirmCancelHandList is confirm)
    hasConfirmedRedeem = true;
if(isWithinBound confirmCancelHandList )
    hasRedeemed = false;
}

7.
else if(!hasRolled && hasConfirmedRedeem)
{
    Render RollButton
    isWithinBound RollButton
    Render DiceHandler
    // isWithinBound DiceHandler
    // Render confirmDieSelectedButton
    // isWithinBound confirmDieSelectedButton
    // Render largeQueue
    // isWithinBound largeQueue
    // Render redeemButton
    // isWithinBound redeemButton
    // Render handGroup
    // isWithinBound handGroup
    // Render confirmCancelHandList
    // isWithinBound confirmCancelHandList
    // Render EndTurnButton
    // isWithinBound EndTurnButton
    // Render QPromptBox
    Render finishedRedeemBox

    // transition
    if(isWithinBound rollButton)
        hasRolled = true;
}

8.
else if (hasRolled && !hasConfirmedRoll && hasConfirmedRedeem)
{
    // Render RollButton
    // isWithinBound RollButton
    Render DiceHandler
    isWithinBound DiceHandler
    if(die Selected != 0)
    {

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        Render confirmDieSelectedButton
        isWithinBound confirmDieSelectedButton
    }
    // Render largeQueue
    // isWithinBound largeQueue
    // Render redeemButton
    // isWithinBound redeemButton
    // Render handGroup
    // isWithinBound handGroup
    // Render confirmCancelHandList
    // isWithinBound confirmCancelHandList
    // Render EndTurnButton
    // isWithinBound EndTurnButton
    // Render QPromptBox
    Render finishedRedeemBox

    // transition
    if(isWithinBound confirmDieSelectedButton)
        hasConfirmedRoll = true;
}

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