Céline YE

Ideas of enhancements

Many improvements can still be made in our program. First of all, we would like to implement the joker Yahtzee bonus (we haven't chosen yet which rule we will choose). Besides, we can also randomize which player plays first. Then, the most obvious improvement in my opinion, is a graphical interface, which allows the users to play more easily (have a more beautiful interface compared to the console, and simply click on the dices the user wants to reroll for example).

Moreover, we had a lot of ideas about adding new features in the game. One of them is to add jokers. First, we talked about having the chance to use 3 jokers throughout the game, to reroll a fourth time whenever the player wanted, during the 13 turns of the game. Then, as we discussed, many new ideas occurred: within these 3 jokers, not only could we reroll a fourth time, but we could also choose to roll only odd number (1,3,5), or only even number (2,4,6) on a turn on a specific roll. Then, variants could be implemented: choosing to roll only between 1 and 3 or 3 and 6 etc.

Finally, with a configuration file, the players could choose to customize the game according to their wishes. They could change the number of jokers, the number of points given per category for the lower section (Full House gives 50 points instead of 25!), or the number of points to achieve in order to have the bonus for the upper section (X points instead of 63) for example. Lastly, we could use \r (carriage return, which makes the terminal cursor go back to the start of the line) to make a small animation of the dice (in Unicode) rolling before displaying the dices' result.