Ideas of enhancement:

To increase the usability of our game, several improvements are possible. First, a Graphical User Interface (GUI) would greatly improve the interaction with the user. We could develop an applet to make our game a web game: the user wouldn't download the game, he would play it on his browser directly. Still for usability, the multiplayer version is not easy to use. We must be several on the same computer to play. We could host the game on a server, then add an online multiplayer version while keeping the local multiplayer version. It would make this game mode much more enjoyable, but this would realistically be hard to implement. Finally, the player should see the whole score board (including other people score) at each roll and should be able to change his mind about the dices he's rolling.

This game could have new features too. The Joker rule states that each Yahtzee after the first one can be used to score anywhere in the lower section. We could add a configuration file, to let the player chose how many points does each row give. A ranking system, keeping information between games – even when the program is closed – could give a sense of rewarding when beating somebody else, or when beating our old high score. And not everyone has friends who want to play Yahtzee: adding a fake enemy, played by the computer, is a great idea, with several levels of difficulty. A saving system could be nice: when a game takes too long, being able to save and to resume later would be a great enhancement. Finally, we could add sound effects and dices animations in order to increase the immersion in the game.