

Players

- oneDart: int arrayList [2][20]

- twoDart: int arrayList [2][39]

- threeDart: int arrayList [2][40]

- innerbull_chance: int

- outerbull_chance: int

- hit_chance: int

- double_chance: int

- treble_chance: int

- winCount: int

- setsWon: int

- championshipsWon: int

- score: int

- tempScore: int

- infoThrows: bool

- infoPercentages: bool

- isAhead: bool

- innerBullseyesIN: int

- outerBullseyesIN: int

- missedBullseyesIN: int

- innerBullseyeThrows: int

- outerBullseyesOUT: int

- innerBullseyesOUT: int

- missedBullseyesOUT: int

- outerBullseyeThrows: int

- hitTargetSIN: int

- wentLeftTargetSIN: int

- wentRightTargetSIN: int

- wentLeftDoubleSIN: int

- wentStraightDoubleSIN: int

- wentRightDoubleSIN: int

- wentLeftTrebleSIN: int

- wentStraightTrebleSIN: int

- wentRightTrebleSIN: int

- throwsSIN: int

- hitTargetDOU: int

- wentLeftTargetDOU: int

- wentRightTargetDOU: int

- missed: int

- wentLeftSingleDOU: int

- wentStraightSingleDOU: int

- wentRightSingleDOU: int

- throwsDOU: int

- hitTargetTRE: int

- wentLeftTargetTRE: int

- wentRightTargetTRE: int

- wentLeftSingleTRE: int

- wentStraightSingleTRE: int

- wentRightSingleTRE: int

- throwsTRE: int

+ Players(std::string, int)

+ Players()

+ ~Players

+ getName(): string

+ getInnerbullChance(): int

+ getOuterbullChance(): int

+ getHitChance(): int

+ getDoubleChance(): int

+ getTrebleChance(): int

+ getWinCount(): int

+ getSetsWon(): int

+ getChampionshipsWon(): int

+ getScore(): int

+ getTempScore(): int

+ getInfoThrows(): bool

+ getInfoPercentages(): bool

+ getIsAhead(): bool

+ setName(std::string): void

+ setInnerbullChance(int): void

+ setOuterbullChance(int): void

+ setHitChance(int): void

+ setDoubleChance(int): void

+ setTrebleChance(int): void

+ setWinCount(int): void

+ setSetsWon(int): void

+ setChampionshipsWon(int): void

+ setScore(int): void

+ setTempScore(int): void

+ setInfoThrows(bool): void

+ setInfoPercentages(bool): void

+ setIsAhead(bool): void

+ throwDart(int, int, char): void

+ throwInnerBull(int): void

+ throwOuterBull(int): void

+ throwSingle(int, int): void

+ throwDouble(int, int): void

+ throwTreble(int, int): void

+ strategy(): void

+ validScore(int, int, char): bool

+ averageCalculate(int): void

+ checkWinner(): bool

+ resetStats(): void

+ wonSet(): void

+ wonRound(): void

+ wonChampionship(): void

DartBoard

- dartboardScores: constexpr int arrayList [2][21] = {0,20,15,17,18,12,13,19,16,14,6,8,9,4,11,10,7,2,1,3,5}, {0,18,17,19,13,20,10,16,11,12,15,14,5,6,9,2,8,3,4,7,1}

+ DartBoard()

+ ~DartBoard()

+ getLeftNeighbour(int): static int

+ getRightNeighbour(int): static int

Menus

+ Menus()

+ ~Menus()

+ mainMenu(): static void

+ playMenu(): static void

+ settingsMenu(int, Players*, Players*): static void

+ advSettingsMenu(int, Players*, Players*): static void

+ darts301Menu(bool, bool): static void

+ darts501Menu(bool, bool): static void

GameModes

- choice: int

- numberOfGames: int

- play: bool

- setsWonArray: int arrayList [2][7] = {}

- setsWonTotal: float arrayList [2][7] = {}

+ GameModes()

+ ~GameModes()

+ Gamemode functions

+ darts301(Players*, Players*): void

+ darts501(Players*, Players*): void

+ interactiveDarts501(Players*): void

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