Yatzy

The program is a programmatic representation of the game Yatzy. The game contains classes that represent the different parts of the game, and the actions, in the form of methods and functions, that are relevant to each part.

The Dice-class represent a single dice, the actions this class handles are: rolling the dice, and "holding" its value.

The DiceCup-class represent a cup that contains multiple Dice. This class should handle rolling of all the dice, what dice should be held, and the displaying of the what outcome each throw has.

The Scoreboard-class, represents the piece of paper used in the game to keep track of what combinations have been rolled. The scoreboard utilizes the Score-class to represent each score in the scoreboard.

The ValueChecker-class contains the methods that check the rolled dices for the combinations that are relevant for scoring points in the game. Each method either adds a dice combo to the list, or does nothing. This class should, in retrospect, have been split into atleast two classes. One class should handle value checking, and another should handle the combo list.

The UserInteraction-class handles all methods that interact with the user. It utilizes another class, UserInput, which opens for the use of a method, which displays a method and returns the inputted string.

The program is far from perfect, and is definitely not without bugs.