Roll Dice

do: Find currentDiceNumber

Total

do: Add face values

[current number of dice]

[Checking Total]

Total is 7

do: check if total is 7

[Checking Total]

Total is not 7

do: check if total is 7
exit: Exit from game

[Add to current Level and increase Dice Number]

Increase Level and Dice Number

do: Increase current Level by 1
do: Increase dice number by 1

Level is 4

do: check if level is 4
exit: Exit from game

[Check current Level]

[Check current Level]

Level is not 4

do: check if Level is 4

Fig: State diagram