Project Overview

Develop a software application for the dice game called Pig.

Rules for Playing Dice game Pig

- During a player's turn, a player repeatedly rolls a die until either a 1 is rolled or the player holds.
- At any time during a player's turn, the player is faced with two options:
  - Roll.
    - If the player rolls a:
      - 1   nothing is added to player's score and it becomes the next player's turn.
      - 2 - 6   number is added to the player's *turn total* and the player's turn continues.
  - Hold.
    - The *turn total* is added to the player's score and it becomes the next player's turn.
- The first player to score 100 or more points wins.

Project Requirements

Mandatory requirements are stated using *shall*, while optional requirements are stated using *should*. The requirements are in no particular order, but they are numbered for easy reference.