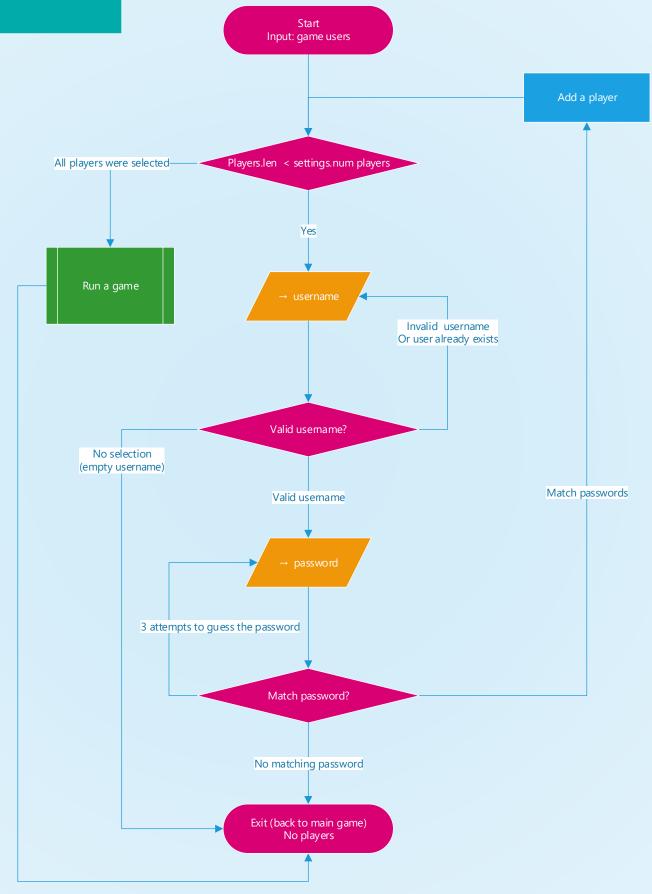
Start Flow chart diagram: Main game Ron Cohen Initialize game settings Load game users File exists? Hidden selection Change game settings Users.num_users < Settings.num_players No Add a user (selection = 1)— Print user records (selection = 3)-Selection? -Hidden option: change game settings (selection = 9)--Exit (terminate) (selection = 0)-Terminate Play a game (selection = 2) Select players -Yes-Run a game Play again? Winner and Loser are output Save the winner and loser in users pickle file

Flow chart diagram: Select Players Ron Cohen



Flow chart diagram: Run a game Ron Cohen Start Input: game settings, players Exit to main game (no winner and loser) 2 players? -No more turns-Foreach turn No more players Next turn Exit to main game Equal score? Foreach player (return winner and loser) Next player → roll dice: Score (random numbers) No more players Yes Foreach player Double? Next player → roll dice: Score (random numbers) → roll dice: Score (random numbers) Roll dice and add score add score Even? Even Odd Add odd bonus to score

Flow chart diagram: Add a user Ron Cohen

Nice to improve in next versions:

