

## Pass the Pigs Design

Numbers here are for numbers in diagram below.

1. Check inputs
  - a. First check if first input is  $2 \leq \text{input} \leq 10$ . If yes, set playercount as given int. If no, print error msg, then set 2
  - b. Check second input if it is a positive int. If yes, use srand as seed as given int , if no, print error msg, then set seed as 2021.
2. Player turn selection/game state update
  - a. This function takes playercount, and returns void
  - b. create an int of current player number that starts at -1, and an int of turn score that starts at 0, and a score array of zeros called scores with length(playercount)
  - c. While turnscore  $\leq 100$ 
    - i. If currentplayernum == playercount -1
      1. currentplayernum = 0
      2. else: currentplayernum += 1
    - ii. Print (names[currentplayernum], rolls the pig...)
    - iii. Then call turn function (4.) current player number, and scores[currentplayernum]
    - iv. Set turnscore = output of turn function
  - d. After code exits loop, names[currentplayernum] wins with score scores[currentplayernum]
3. Player turn function
  - a. current playernum, and an int for current score return an int (of score)
  - b. Roll random from 0 to 6, to do this, do random int modulo 7
  - c. Do a switch statement for the 7 different sides of pig
    - i. If any of the sides that yield points, print message that names[currentplayernum] rolls name of roll, add the appropriate score to current score
      1. If currentscore  $\leq 100$ 
        - a. call self(4.) playernum, and updated current score
        - b. Else: return currentscore
    - ii. If side: return currentscore

