Numbers here are for numbers in diagram below.

1. Check inputs
    a. First check if first input is 2<=input<=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, set seed as given int , if no, print error msg, then set seed as 2021.
2. Start the game
3. Player turn selection/game state update
    a. This function takes playercount and seed, 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 <=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.) with given seed, 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]
4. Player turn function
    a. Takes seed for random,curren 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. Make an int for turn state with 0
    d. 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 <= 100
                a. call self(4.) with same seed and playernum, and updated current score
                b. Else: return currentscore
        ii. If side: return currentscore