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Software Development

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In this project, the goal was to make farkle in Java. The guidelines were to make a single-player game which is only one round. In this project I made a class for calculating the score to make my main look cleaner, mainly because I saw that there was a class for Die. I also added a class to print the dice in ASCII, this later became an issue when I wanted to display it with the meld and hand chart shown in the C++ version. I ended up keeping it anyway after implementing the chart because it looked good. This leads me to the one struggle is displaying the ascii horizontally, I never found out how to do it. The second issue is finding an efficient way to calculate the score. I started with If statements for every dice combo, which was super tedious to code so I looked at the C++ code. If I had to restart this project I would go more simple and make sure there was more organization. I started this with organization in mind but that slowly failed.