



get num players (N22)
 get num dice
 get pot (betting money)

while true
 get bid
 - player 1 sets initial, players raise from there
 - each player either raises or stays
 - once everyone stays, continue
 roll dice
 - Store total num of each die val at class level
 - init player dice
 for each player & bid
 show dice
 show previous bids
 drop?
 - if yes, remove bid from total player pot
 - out = true
 Call previous Player?
 - If yes, game ends. Record results
 - break;
 get bid
 - get die value
 - get num of dice
 - add bid to bid stack
 play again?
 if false, break

Player

int dice [];
~~int pot;~~
 int numdice

Game

Player players []
~~int numDice;~~
 int NumGames;
 Stats stats[];

Stats

int winnerId;
 Call call;
 enum winner; // caller or callee

Call

int dieVal
 int numL

Value
Dice