

Class Assignment –Yahtzee

Preamble

Due Date: 7th June, 2016

Weighting: 40%

In this assignment you have the option of working in pairs. If you work alone, you will not receive any special consideration. Programming pairs need to be registered with Mike Roggenkamp by email before COB 23rd May, 2016.

One person in each pair needs to email me with the full name and student id of both members of the pairs with an optional group name (if you feel creative). If you do not supply a group name an arbitrary one will be given to the pair. Members of a pair do not need to be in same workshop, but it is an advantage if you are.

This assignment aims to give you a “real world experience” that occurs often in the workplace. You have been hired to complete a project that has not been fully specified at this stage and you have been given (in your mind) an impossible delivery date. There will be supporting documentation to the project which will be released in stages over the next few weeks.

This assignment is known as the **Class Assignment** because it will use a number of multiple C# classes in contrast to your earlier assignments where all of your code was in a single class.

Introduction to the Task

You have been hired to implement a prototype of a computerised version of a popular dice game, named **Yahtzee**.

It is recommended that if you are not familiar with this game that you first read [the rules of playing Yahtzee](#) as it is important that you understand the language used in playing this game before the initial specification is released within the next day or two. There are other sites including [Wikipedia](#) which explain this game just as well.

There are various online versions of the game which you can play to gain familiarity with the game. However their GUI interfaces are much more sophisticated than the one that will be specified in the soon to be released Class Assignment Part A Specification.

You will be provided with a near complete object oriented design for this assignment which will include UML class diagrams for both the GUI and various classes which will constitute the game logic along with written documentation.

You will also be given a prototype project folder which will contain an almost bare GUI Form which will be the basic starting point for the assignment described in the Part A Specification. Do not start your own project folder.

The controlled release of the assignment is to enable you to make progress on the assignment incrementally without being overwhelmed by the sheer complexity if you were presented with a complete specification in one document.

Do not wait until Part A is release to read the rules of Yahtzee.