

# Project 1

## <Farkle>

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# Introduction

Title: Farkle Game Project

Farkle is a dice game where the player to reach a minimum of 10,000 points wins. 6 dice are thrown and there are a combination of ways to earn those points. In a single roll a player can get the bonuses from multiple combinations and have it all added up to the total but only in a single roll.

## Summary

Project size: 170+ lines

The number of variables: 11

The game is simple and straight forward however for me coding it was a little confusing with the combinations of dice rolls. I tried to look at the craps example for reference for the random number generator. I had trouble putting that in a function and calling it in main. All the dice rolls would be the same number randomized. When I put it back in main instead it worked like it should where each roll was randomized and different from each other. The combinations for the dice throws took a while because I had to add the points for the multiple combinations.

## Description

The purpose of this program is to simulation playing the dice game of farkle and to play until you reach 10,000 points.