

CECS 277 – Lab 5

Name: _____

Yahtzee

Necessary Components:

- _____ / .5 1. Created three classes in one project folder (Die, Player, Main).
- _____ / 1 2. Die class has lecture notes code plus lessThan and equals.
- _____ / .5 3. Player class has array of three Die objects, and int points.
- _____ / .5 4. Player has method to sort dice that uses Die's lessThan method.
- _____ / 1 5. Made methods to check for wins using equals when able.
- _____ / .5 6. Made takeTurn(), getPoints() and toString().
- _____ / .5 7. Main has a Player object and repeats game in a while loop.

Output:

- _____ / .5 8. Detects a pair.
- _____ / .5 9. Detects a series.
- _____ / .5 10. Detects a three-of-a-kind.
- _____ / .5 11. Points are accumulated and displayed correctly.
- _____ / .5 12. Game repeats until user chooses to quit, displays final points.
- _____ / .5 13. User input is checked for invalid values.

Formatting:

- _____ / 1 14. Javadoced all classes, instance variables, and methods.
- _____ / .5 15. Main and functions are correctly documented.
- _____ / .5 16. Program has meaningful variable and method names.
- _____ / .5 17. Program has correct tabs and spacing.

Total:

_____ / 10 Points