**CAB201: Various Games**

**Statement of Completeness**

**Student Name(s)/Student Id(s): Chadwick Gay (n9410392)**

**List of Private Methods in**

* **Double Dice Pig Game**
  + SwitchPlayers()
  + ResetPlayerScores()
  + ResetCurrentPlayer()
  + InitializeDice()
  + RollDie()
  + StoreFaceValues()
  + CalculateScore()
* **Twenty- One Game**
  + DetermineWinner(int who)
  + DetermineBustOnPlayerTurn(int who)

**Known problems, logical errors and/or run-time errors.**

* **Single Die Pig**
  + *none*

* **Double Dice Pig** 
  + *none*
* **Twenty-One**
  + *none*
* **Solitaire**
  + *Deal initial card layout*
  + *Cycle through discard pile until end then start from beginning of discard pile*
  + *Make valid moves between tables – single cards at a time only*
  + *Make valid moves from tables to suit piles – single cards at a time only*
  + *Make valid moves from the discard pile to the tables and suit piles – single cards at a time only*
  + *Display error messages for invalid moves*
  + *Move King to empty table and start new table stack*
  + *Check victory condition*