

## Purpose And Design:

This program is a compilation of classes in java that runs the game Yahtzee. I utilized six different classes to make the game work. There is a Roll class that handles the rolling of the dice and outputting the face values. The scoring class is used to calculate and return the different scores after each game. The ScoreCard class is used to create, and update the cardList as well as output the score card. The ScoreOutput class is used to display the score to the player. The ReadFile class is used to prompt the user to update the game, and the Main class is where the classes are implemented.

## Issues:

The main issue I had was the updating of the cardList. To update cardList I had to update possibleList but I could not figure out how to do this. Finally I figured out how to update possibleList in the ScoreOutput class which is also where what scores are determined to be output.

## Conclusion:

If I had more time, I would have done more classes to make the program less cluttered.