



Department of Information and Communication Technology

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DEVELOPMENT SOFTWARE 2 ASSIGNMENT 1

Examiner: Ms S. Naidoo

Moderator: Dr B. Mutanga

Due date: 27 August 2021, 8 pm

Marks: 50

NOTE: INDIVIDUAL ASSIGNMENT

Assignment must be submitted via Moodle on or before the due date.

Be prepared to defend your assignment, if called upon to do so.

Develop a Windows application using C#, to create a Five Die Game. Please create a GUI interface that is both creative and pleasant to the eye. Keep in mind the rules regarding interface design.

Your Die application randomly “throws” five dice for the computer and five dice for the player. The application displays the die values for both the computer and player.

The winner will be decided based on the following hierarchy of Die values. Any higher combination beats a lower one; for example, five of a kind beats four of a kind; 4 of a kind beats 3 of a kind etc.

Five of a kind

Four of a kind

Three of a kind

A pair

For this game, the dice values count; for example, when both players have the same combination of dice, the higher value wins. For example, two 6s beats two 5s.

Display whether the computer or player is the winner for each round. Allow the player to continue playing the game for as long as he wants. Keep running scores showing the number of wins for the player as well as for the computer as the game progresses.

Use menus to provide the player with options to Exit the game, Help explaining the rules of the game for new players and an About option providing information about the game developer, i.e. yourself.

The features described above are the bare minimum requirements. Any additional functionality will enhance your game.

Please provide all necessary error handling so that the game never crashes.

This application will be run and assessed on the following criteria:

Interface Design	15
Functionality	25
Error handling	5
Additional Features	5