rollresults

displays the results of the roll.roll()

you may reroll any number of dice one time.
(displayed via checkbox next to rolls)

determines the possible scores you could
choose from and lists them all, letting the user
choose one and add it to their score

has a <roll> in its <template>

loads scores.js and adds the selected score
when the user is done

scoretable

scores (loads scores.js)

displays scores in
<template>

when 1s-6s and chance are
all filled, it will automatically
determine the bonuses and
come up with a final score

scores.js

yahtzee
fullhouse
smlstr8
lgstr8
3ofkind
4ofkind
chance
1s
2s
3s
4s
5s
6s

bonuslower
bonusupper

total

roll

roll() -
    rolls and returns an array of random
ints from 1-6
called via a button with "roll" as text