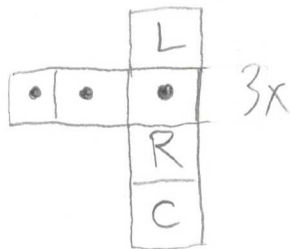


$1 < \text{player \#} \leq 14$

Derick Pan  
dpan 7

each player starts w/ \$3

3 dice



if player's \$  $\geq$  \$3

roll 3 dice

if player's \$ == \$2:

roll 2 dice

if player's \$ == \$1:

roll 1 die

if player's \$ == \$0:

roll 0 dice

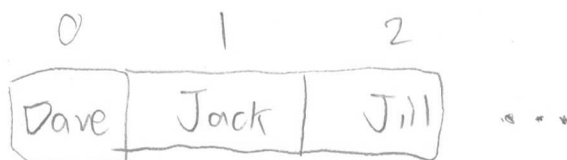
if die == L give \$1 to left

R give \$1 to right

C give \$1 to pot (counter)

• give \$0

players are numbered (index)



Keep playing until only 1 player has \$, That player then takes the pot

5 ppl

0  
3\$  
0\$  
0\$  
0\$  
0\$

0  
+1  
+1  
-1  
-1

Need a way to check whether or not I should continue -function #3

if only 1 person has cash then  
game over  
else  
keep going

Function #1

Main()

- Ask for seed
- ask for players

- Create an array of structs

ARRAY

check()

Loop (if no winner)

```
if $ >= 3
    roll 3x
    printf()
if $ == 2
    roll 2x
    printf()
if $ == 1
    roll
    printf()
if $ == 0
    printf()
    Pass
```

// Make another function so  
// it don't have to be  
// repetitive

only struct



Global

So all the functions can access the struct

P1	P2	P3	..
- name	- name	- name	..
- \$	- \$	- \$	..
- Pos	- Pos	- Pos	..

Function #2

roll/money()

should I return anything?

```
roll the dice
if die is Left
    -1 dollar
    +1 dollar to left
    printf()
if die right
    -1 dollar
    +1 dollar to right
    printf()
if die center
    -1 dollar
    +1 dollar to pot
    printf()
else
    nothing
```

Return the what to

P2

#1 Main()

Ask for user inputs

Loop(check()) {

Loop over the players

if player  $\$$  == X  $0 < y \leq 3$   
go to roll/money(), y times  
if only 1 person has  $\$$  winner!

bc the check is outside of the ppl looping we need another check for winner

Func #2 roll/money() Arguments: # Players # Array  
# Position

- Roll die  
- depending on die face,  
do the move  
- then print

Func #3 check()  
check if game  
should keep going