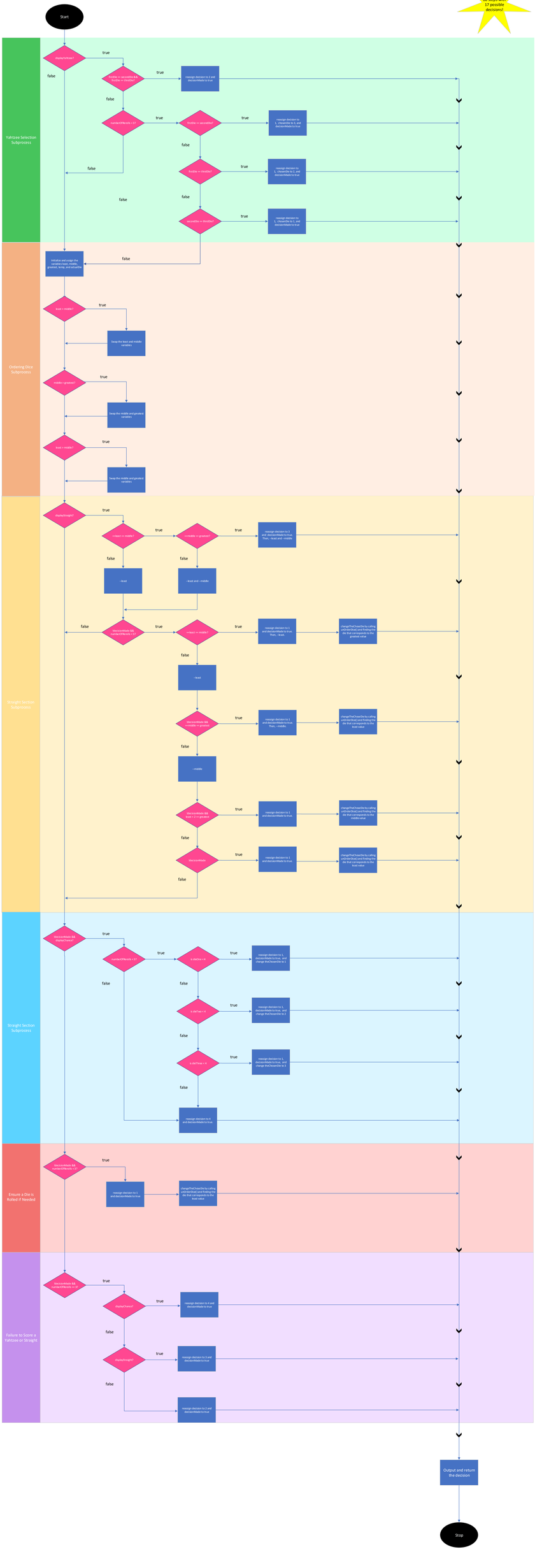
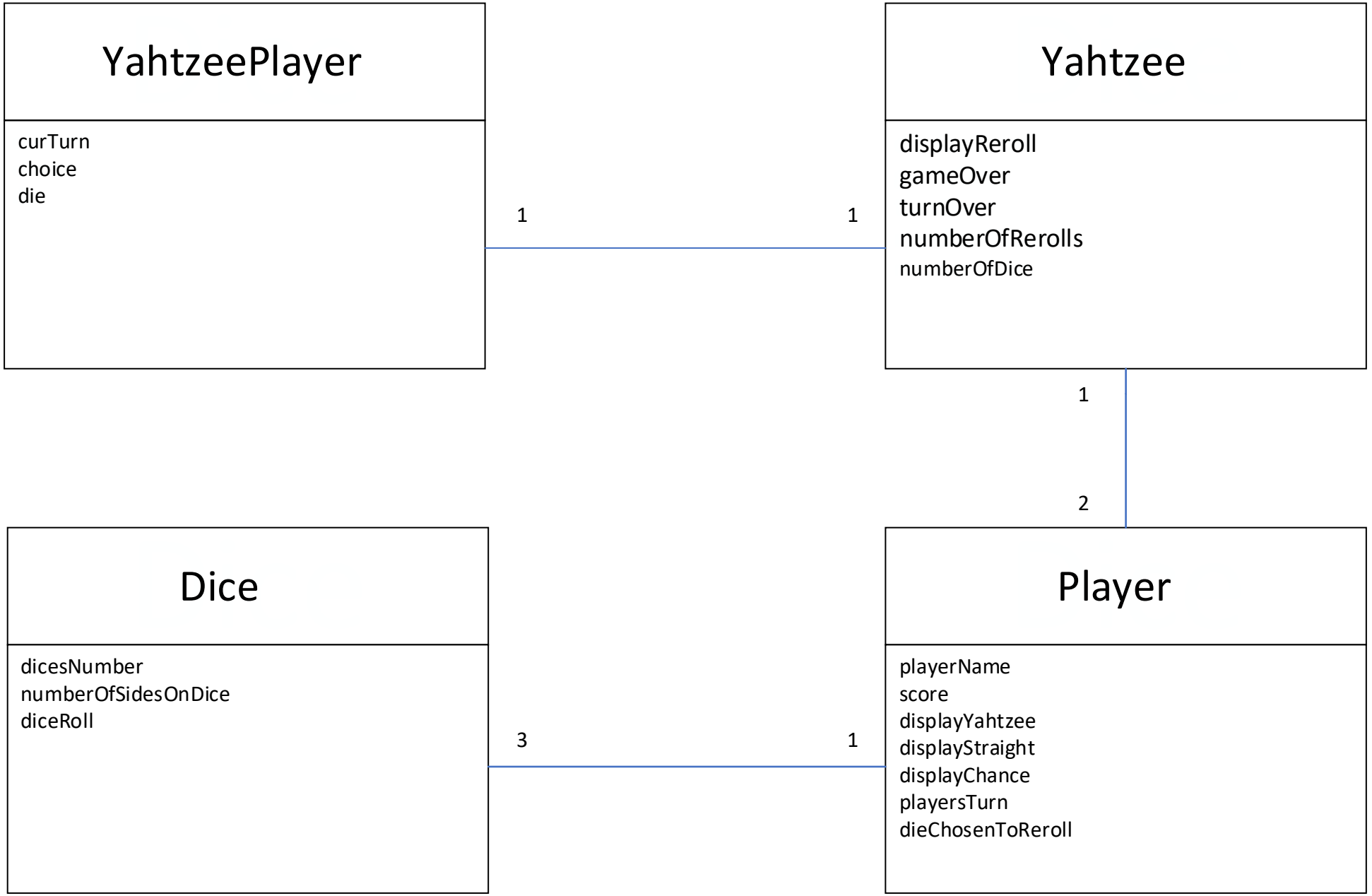
Process Outline for RobotMakesDecision Method

60 steps with 17 possible decisions!




YahtzeePlayer
curTurn
choice
die
1
1
Yahtzee
displayReroll
gameOver
turnOver
numberOfRerolls
numberOfDice
1
2
Dice
dicesNumber
numberOfSidesOnDice
diceRoll
3
1
Player
playerName
score
displayYahtzee
displayStraight
displayChance
playersTurn
dieChosenToReroll

Yahtzee

- displayReroll: boolean
- gameOver: boolean
- turnOver: boolean
- numberOfRerolls: int
+ NUM_DICE: int

+ getPlayersTurn(): boolean
+ startTurn(): void
+ displayDice(): void
+ displayOptions(): void
+ promptUser(scanner: Scanner): int
+ pickDieToRoll(scanner: Scanner): int
+ robotMakesDecision(): int
- unOrderDice(secondDie: int, thirdDie: int, desiredDie: int): int
+ robotShowsChosenDie(): int
+ roll(die: int): void
+ rerollAllDIce(): void
+ scoreYahtzee(): void
+ scoreStraight(): void
+scoreChance(): void
+ turnEnded(): boolean
+ robotsTurn(): void
+ displayScores(): void
+ isOver(curTurn: int): boolean

Player

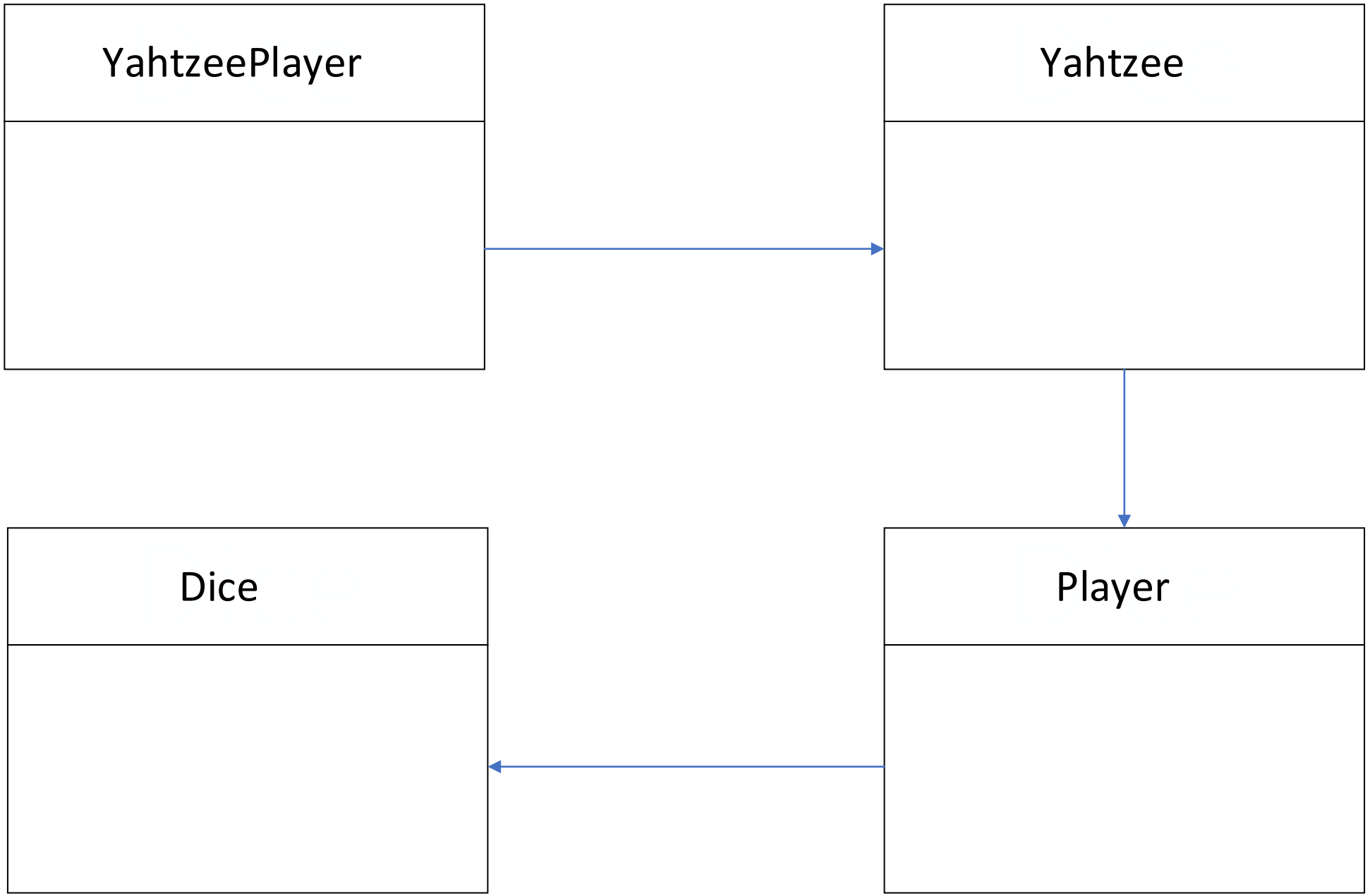
- score: int
- displayYahtzee: boolean
- displayStraight: boolean
- displayChance: boolean
- playersTurn: boolean
- dieChosenToReroll: int

+ displayScore(): int
+ increaseScore(): void
+ getDisplayYahtzee(): boolean
+ swapYahtzeeDisplay(): void
+ getDisplayStraight(): boolean
+ swapStraightDisplay(): void
+ getDisplayChance(): boolean
+ swapChanceDisplay(): void
+ getPlayersTurn(): boolean
+ swapPlayersTurn(): void
+ getChosenDie(): int
+ changeTheChosenDie(dieChosenToReroll: int): void

Dice

- diceRoll: int
+ NUM_SIDES_OF_DICE: int

+ Dice()
+ reroll(): void
+ roll(): int
+ getDiceRoll(): int


YahtzeePlayer
Yahtzee
Dice
Player