Can’t Stop game documentation, by file

1. Main.py
   1. Imports all files.
   2. Functions
      1. Main()
         1. Calls all functions necessary to run the game.
         2. Takes no arguments.
2. <current>
   1. Functions
      1. Roll()
         1. Returns a list of 4 random integers between 1 and 6, representing the dice.
            1. E.g. [4, 2, 1, 2]
         2. Takes no arguments.
      2. Get\_combos(dice)
         1. Takes the list of 4 integers, intended to have been generated from the roll() function
            1. E.g. [2, 5, 1, 1]
         2. Returns every possible pair of sums from the 4 integers.
            1. E.g. (from the integers above) [[7, 2], [3, 6], [3, 6]]
      3. Select\_combo(combos)
         1. Takes a list of lists(pairs of sums)
            1. E.g. [[5, 7], [4, 8], [5, 7]]
         2. Asks the user to select one of the sums by its index.
         3. Returns a selected pair of sums
            1. E.g. [5, 7]
      4. Add\_white\_pieces()
      5. Run\_turn()
         1. This function runs a single turn.
         2. Takes no arguments.
3. Helper.py
   1. functions
      1. Yes\_no\_question(string)
         1. Takes a string, which should be a yes or no question to ask the user
         2. Asks the user this question along with “ (Y or N) “
         3. Returns Boolean True for an affirmative response or False for a negative response.
         4. The response from the user is not case-sensitive.
         5. It takes y, yes, or yeah as affirmative.
         6. It takes n, no, or nope as negative.
         7. Any other response will tell the user “Please select Y or N ” and take a new response from the user until an acceptable response is obtained.
      2. End\_section()
         1. Prints two blank lines to end a section.
         2. Takes no arguments.
      3. Enter\_to\_cont()
         1. This function requires the user to press enter before the script continues, allowing the user to pause and acknowledge information.
         2. Calls End\_section()
      4. Print\_numbered\_list(the\_list)
         1. Takes a list, usually of strings
         2. Prints each element in the list on its own line in a numbered list, where the numbers are the indexes of the element
         3. That is, the first element will be numbered “0”
      5. Print\_unnumbered\_list(the\_list)
         1. Takes a list, usually of strings
         2. Prints each element in the list, on its own line with no numbers
      6. Remove\_duplicates\_from\_list(the\_list)
         1. Takes a list
         2. Returns a list without duplicates