**Project 1**

***Yahtzee V.2***

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Course/Section

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1. Gameplay and Rules

Yahtzee is a game about scoring as many points as possible by rolling 5 dice and getting certain combinations of numbers akin to poker hands (ie full houses, straights, 4 of a kind, etc.) or adding up matching numbers. The best score in one turn is from getting a Yahtzee which has all five dice as the same number.

3. Development Summary

The main difference between version 1 and version 2 has mainly to do with changing the idea of being between 2 players to a solo player. Version 2 has noticeably more going on with input/output files and a variety of different ways to keep or reroll dice for ROLL 3.

4. Flowchart – see attached file

5. Pseudocode

Set random seed generator

Declare Variables

Initialize

Do a turn of Yahtzee

For total turns played, if it is less than 2, run a turn of Yahtzee

Each die will randomly roll a number from 1 through 6

Display Results for ROLL 1

If player chooses to keep or reroll any dice, continue to roll 2

Else it is an invalid input and the player will have to restart the program

Display Results for ROLL 2

If player chooses to keep or reroll any dice, continue to roll 3

else it is an invalid input and the player will have to restart the program

Display Results for ROLL 3

Determine points for the final roll (Roll 3)

Display Menu/Options for dice combos

Input relevant combo

Input how many points received

Display points and accumulated points

Ask would you like to play again

Repeat if yes (while part of the do loop)

Else, exit program

6. Concepts Used – see attached excel/pdf file

7. Program Code – see code