K players, K between 1 and 14 inclusive.

Each player starts with 3$.

Three dice each with:
- 3/6 outcome of DOT
- 1/6 outcome of L
- 1/6 outcome of R
- 1/6 outcome of C

Player 1 rolls:
- if 3$ or more roll all dice
- else roll number of dice equal to number of dollars

- if L, give 1$ to player on left
- if R, give 1$ to player on right
- if C, put 1$ into center
- if dot, do nothing

Move onto player to the right: (**Players are numbered with a weird MOD convention**)
- Same sequence

Move on again to the right until only one person has all the $$.

PROGRAM ARGUMENTS:
- Random seed, so that the random # is always the same on all computers it is run on
- Number of players

- Due to this random seed, same inputs should always yield same outputs.

INFO TO STORE:
- Which player is playing currently, currentPlayer (integer value)
- Amount of money in center (integer value)
- Amount of money each player has (array corresponding to each player)

- Faces of the die (array with all values in order specified!)

GAME PSEUDOCODE:

```
main()

RandomSeed = ReadInput
NumPlayers = ReadInput

CurrentPlayer = 0 ** Player Numbering

while (numPlayers > 1):
    //Run the game as long as there are multiple players
    numRolls = 0 //every loop, reset this variable
```

```
    if money(currentPlayer)>0:
        if money(currentPlayer) == 1:
            numRolls = 1
        if money(currentPlayer) == 2:
            numRolls = 2
        if money(currentPlayer) >= 3:
            numRolls = 3

        play() //call a helper method play, this has no inputs, it covers everything that happens in the
turn, using the variable numRolls, to modulate the length of the player's turn.

    else: //move onto the next player
    currentPlayer ++ //Numbering is adhoc, figure it out with the mod crap



//using numRolls, excecutes the ENTIRE TURN for a player, already knowing how many they are
allowed from the callee.

play()
    for (numRolls):
        roll = random (using random seed) //Random and Random see needed here


        if roll == left:
            transfer money to player to left in array
        if roll == right:
            transfer money to player right in array
        if roll == center:
            transfer money to center from array,
        else: pass
```

That's the program, so, big things are to figure out random, figure out player numbers, and figure out mapping the player array and the player net worth array in a synchronized manner.

**Player Numbering

(player − 1) mod NP
(player + 1) mod NP

players	0	1	2	3
left	3	0	1	2
right	1	2	3	0

NumPlayers = 4