Project 5 description

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I have chosen Yahtzee as my game for Project 5. Yahtzee is a dice game made for one or more players. The materials needed for play are a score sheet and 5 dice. My goal is to get as close to the original game as possible. The interface will have a roll button and buttons to get each player’s scorecard. It will display the five dice in the middle of the screen. There will also be a button for the rules, which are commonly thought of wrong by many users. Any player can view the scorecard and rules at anytime.

Yahtzee is based of an English game called Yacht. It went into production in 1956 by E.S. Lowe Company. They were then bought out in 1973 by Milton Bradley Company, who then started selling Yahtzee. It is known as the game that makes you think while having fun. Yahtzee also became a game show held in Trump Castle.

The gameplay will involve, the input of how many players and how many games being played. On each turn, a player gets up to three rolls of the dice. He or she can save any dice that are wanted to complete a combination and then re-roll the other dice. After the third roll, the player must find a place to put the score (though he or she can choose to end the turn and score after one or two rolls, if desired). If the resulting combination of dice will not fit in any unused scoring category, the player must place a "zero" in one of the unused boxes. Each player's total score is calculated by summing all thirteen score boxes.

The thirteen boxes will consist of two parts. The first part will have 6 slots for each side of the die where the user can add up that side (ex. 6) and put it in that spot for their turn. Second Part will have seven spots for a three of a kind, four of a kind, full house, small straight, large straight, Yahtzee (5 of a kind) and chance (sum of all the die). At the bottom of the scorecard, there will be the player’s total points, which may update every turn.

The point system are as follows, 1-6 (sum of all dice), three of a kind (sum of all dice), 4 of a kind (sum of all dice), full house (25 pts.) small straight (30 pts.), large straight (40 pts.), Yahtzee (50 pts.), and chance (sum of all dice).

The ending scenario for this game will consist of the program adding up each column and depend on the number of games played, adding the columns together for a total score. Then the program will compare each player’s scores and announce the winner.

Some of the exceptional cases may be, an invalid input or an ArrayOutOfBoundsException because when adding the elements. Also, might come across a NullPointerException because of an empty element when game is finished.