

Implement DiceGame, DicePlayer and run game with GameConsole

This video is the bonus section of the last challenge.

In this part, you'll implement the DiceGame and DicePlayer classes, and score dice combinations for a player's score card.

You should implement Scoring as shown on this slide, which I showed you earlier.

ScoreCard Item	Score	Conditions		ScoreCard Item	Score	Conditions
Aces	1 * number of 1's	Score = 0 if no ones		Three of Kind	Sum of Dice	Must of three of one number, or Score = 0
Twos	2 * number of 2's	Score = 0 if no twos		Four of Kind	Sum of Dice	Must of three of one number, or Score = 0
Threes	3 * number of 3's	Score = 0 if no threes		Five of Kind	50 pts	Must of three of one number, or Score = 0
Fours	4 * number of 4's	Score = 0 if no fours		Small Straight	30 pts	Must have 5 contiguous number, or Score = 0
Fives	5 * number of 5's	Score = 0 if no fives		Large Straight	40 pts	Must have 5 contiguous numbers, or Score = 0
Sixes	6 * number of 6's	Score = 0 if no sixes		Full House	25 pts	Must have 3 of one value, and 2 of another, or Score = 0.

This code is implemented as an enum (dev.lpa.dice.ScoredItem), in the code in the resources section of this video.

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```
Enter your playing name: Tim
Welcome to Dice Rolling Game, Tim!
Select from one of the following Actions:
    Roll Dice (R)
    Print Player Info (I)
    Quit Game (Q)
Enter Next Action: R
-----
You're dice are: [1, 3, 4, 5, 6]
Press Enter to Score.
Type "ALL" to re-roll all the dice.
List numbers (separated by spaces) to re-roll selected dice.
--> :
```

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DicePlayer should implement Player,

Each DicePlayer should have a ScoreCard with a place for each of the scored items, initialized to an unscored value, when the player is created.

I'll be using an EnumMap for the Player's scorecard.

The roll the dice action should match what you built in the previous challenge.

This means the player should be able to choose to keep the dice, re roll them all, or pick a couple to re roll. You can maintain the current dice values as a field on your DicePlayer.

Implement DicePlayer's scoring method

Each player must pick what item on the score card to use, to get a score for their dice combination.

Once an item is scored, it can't be rescored, so display only valid unscored items, for your player to select from.

Sample output for selecting how the dice should be scored is shown on this slide.

This should be presented, after the user selects Enter, during the roll the dice action.

You must select a score category:

ACES

TWOS

THREES

FOURS

FIVES

SIXES

THREE_OF_KIND

FOUR_OF_KIND

FULL_HOUSE

SMALL_STRAIGHT

LARGE_STRAIGHT

FIVE_OF_KIND

--> : ACES