

System Libraries
iostream, string, vector,
algorithm, ctime, cstdlib,
fstream

Function Prototypes
sum, rollDie, info, title, inst

Main

Seed RNG
declare variable t2 and
define it

Create Vector
int, string pair to store
player score and name
(pScore)

Function Call
title() to display game title

Function Call
inst() to display game
instructions

Declare Variable
declare variable, pAgain for
user to select to play again
or not

Decision
pAgain = Y

Declare Variable
numP = 0 to track the
number of active players

Output
ask for number
of players (1-4)

Input
user selects number
of players (1-4), stored
as numP















