

## Assignment 1 Design Document

I will be running this program by having the code run in an infinite loop that can only be exited with an endGame call. I check for the game's exit condition whenever the die is rolled as this is the only time that the number of players in the game can change. There is no need to check if the player I am currently focused on has any money before performing the die roll as the die will be rolled according to the number of dollars the current focused player has, and thus no action will occur if the current focused player has no money.

### MAIN PROGRAM

```
getNumberOfPlayers
initializeAllPlayersWithThreeDollars
getAndSetSeed
focusOnFirstPlayer
setPotToZero
while(true)
    for(numberOfDollarsCurrentPlayerHas)
        rollDie
        if(dieResult is LEFT)
            incrementPriorPlayersMoney
            decrementCurrentPlayersMoney
        if(dieResult is RIGHT)
            incrementNextPlayersMoney
            decrementCurrentPlayersMoney
        if(dieResult is CENTER)
            incrementPot
            decrementCurrentPlayersMoney
        if(dieResult is PASS)
            doNothing
        if(OnePlayerWithMoneyRemaining)
            endGame
    focusNextPlayer
```