The Garlic Game Design Document

Purpose

The purpose of the game is to play the garlic game in which the lowest scored vampire is destroyed in each round. The player who remained alive is declared as the winner.

Design

```
Start
        players :0
        while players less than 2 or players  greater than 10
                Get players count
        seed:0
        while seed less than 1
                Get seed

    dead:0
    while(1)
      Initialize scores array
      for i:0 to players
                Roll first dice
                Role second dice
                Update the score for ith player

       Find the minimum score
      Find the player who has minimum score
      If players number of lives are greater than 0
                Update the lives for minimum scored player
                Declare player with lives zero as dead
                If both dice scored 6 then update the left and right child lives

        If only one players is remained
                break

        Print the winner player
    Stop
```