

Greed Kata

Description

Greed is a dice game about pressing your luck. A player rolls five dice and wants to win as many points as possible. For our purposes, we are going to score a single round of **five** dice rolled together.

Requirements

Write code which will calculate a round's score based on these rules:

Matches	Face	Score
1	1	100
1	5	50
3	1	1000
3	2	200
3	3	300
3	4	400
3	5	500
3	6	600

You can write a console app or use a repl. You may write in the non-obscurantist language of your choice (e.g. no whitespace, shakespeare, etc.).

Note: Once a die is counted, it cannot be counted again.

Examples

In the first case below, the rolls are scored as a triple of 1s, a single 5, and a single 1:
 $1000 + 50 + 100 = 1150$

Rolls	Points
1, 1, 1, 5, 1	1150
2, 3, 4, 6, 2	0
3, 4, 5, 3, 3	350
1, 5, 1, 2, 4	250
5, 5, 5, 5, 5	600

Extra Credit

Support these additional rules and the score changes they create:

- The player can throw up to **six** dice.
- Four-of-a-Kind doubles the Triple score (four 2s win 400 points).
- Five-of-a-Kind quadruples the Triple score (five 2s win 800 points).
- Six-of-a-Kind multiplies the Triple score by eight (six 2s win 1600 points).
- Three Pairs (ex. 2, 2, 3, 3, 4, 4,) win 800 points.
- Straight (1, 2, 3, 4, 5, 6) wins 1200 points.