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Final Project Proposal

For my project I would like to make a simplified version of the game craps. In this game a two die will be rolled. Depending on the outcome you win the round, lose the round or continue rolling. To be more exact, you when roll a 7 or 11, and lose when you roll 1, 2, or 12. If not you continue rolling until you roll the original number or one of the numbers previously mentioned and the round ends. You earn more the rolls you get. I plan on using dice classes, and storing the rolls and vectors and plan on ending the rolling by using pointers in the vectors. the pointer will look at the original roll and if it matches a new roll or if the new roll is one of the numbers the round will end. The problem I see coming is adjusting the pointer when the vector becomes bigger. I also see a potential problem in ending the round in the scenario when a 7 or 11 is rolled when we are adding rolls to the vector.