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CS 172

In this project I want to implement a dice game known as craps. In this game the dice roll will affect what happens. If you roll or 7 or 11 you win the round automatically. If you roll a 2, 3, or a 12 you lose the round. If you roll any other number you continuing rolling until you roll one of the above numbers or till you roll the first number you roll. I plan on using classes to make the dice, the gamble pot, and the vector to hold the dice that are rolled. I will then use file inputs to send out the winning and loosening results of the game.

The dice class will roll two dice at a time. If it rolls 2, 3, 7, 11, or 12 the game will automatically put a text output of the round saying that you won. If you roll another number then a for loop will activate and re roll till one of the numbers that end the round will be rolled. A do while loop will be used to continue the game until the user decides to stop the game.

While the games is in the mode of multiple rolls it will use the vector to continue rolling. If it rolls one of the special numbers then the round will end due to the if else statements. To see if it rolls the same number a pointer will be used to point the first roll. If it rolls the same number as the pointer then the round will end you will add money to the pot based on how many rolls you have in the vector, by using the size of the vector and multiplying it to the size of the vector. I am assuming that the bet will be the same every time. It is a simple version of craps so they extra bets and bonuses will not be implanted. I also am making this a game of single player, instead of multiple people like how it is in reality.