```
// Pseudocode for the main class Yatzygame
// Kmom02 - MVC-V21 - BTH
// adpr12

class YatzyGame do

  private  player

  constructor() do
    player = new YatzyPlayer();
  end

  // actionfunction for modifying data
  //
  function play(action, arg) do
    switch(action) do
      case "roll":
        player.rollHand(arg)
        break
      case "setscore":
        player.scorebord(arg)
        player.rolls++
      break
      case "Newgame":
        player = new YatzyPlayer();
      break
    end
  end

  // functions for data retrieving
  //
  public function getPlayerHand()
  {
    return player.getDiceHand();
  }

  public function getRolls()
  {
    return player.getRolls();
  }

  public function getTotal()
  {
    return player->getScoreBoard().getTotalScore();
  }

  public function getScoreboard()
  {
    return player.getScoreBoard().getScore();
  }
end
```