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CMPT 220

FP Milestone

Cricket Calculator Milestone

So far in my final project I have completed 3 methods: one that will begin the program when the enter key is pressed, another that will display the current scoreboard after each round, and another to keep track of how many times an acceptable score is entered. Every time an acceptable score is entered, such as say a 20, a symbol will pop up next to 20 on the scoreboard to symbolize it has been entered once, up to 3 times. I am currently working on a method that will increase player 1 and player 2's scores during their turn only, because as of right now if a '20' is entered, the program marks both players as hitting a 20. After that, I intend to have a player's total score begin to increase, only after a number has already been hit 3 times. In other words, if say they player hits a 15, their actual score will only increase by 15 after they've hit it three times. Finally, I intend to create a way for the program to automatically know when the game is over and display a message that states who won and lost.

```
┌─────────────────────────────────┐
│          Final_Project          │
├─────────────────────────────────┤
│ - runAgain: boolean             │
│ - answer: char                  │
│ - p1Total: int                  │
│ - p2Total: int                  │
│ -enteredScore: int              │
│                                 │
├─────────────────────────────────┤
│                                 │
│ + main: String                  │
│ + pressEnterToContinue: void    │
│ + displayScoreboard: void       │
│                                 │
│                                 │
└─────────────────────────────────┘
```