* Yahtzee\_4
* List the members of your group that have responded to each other by the next class.
  + Danielle F
  + Ismael Perez Saavedra
  + Logan Orlando joined our discord group, but did not respond or show up to our first meeting on Sunday. Maybe he’ll be in class tomorrow.
  + Amir Joined 03/20/2023
* Choose a leader of the group: Danielle
* List the meeting times each week, how/when you are meeting, etc......
  + **How we’re going to meet:**
    - Danielle doesn’t mind driving to RCC.
    - Ismael doesn’t mind meeting at RCC.
    - Logan prefers to meet via Zoom.
  + **Availability**
    - Danielle: Usually anytime
    - Ismael: Available anytime after Tuesday, March 21st.
    - Logan: ???????
    - Amir: ?????
  + **Next meetup?**
    - Sunday: Ismael & I met on Sunday; Logan no show.
    - March 24th @RCC CCC Lab @10pm
      * Danielle: come with User & Admin classes
      * Ismael: basic working Play class
      * Logan: flowchart
      * Amir: ? Code what the score card will look like in output?

**Objects Assignments & Responsibilities**

* User & Admin: Danielle
* Play function: Ismael
* Flowchart: Logan
* Score cards look in output
* Documentation:
* GUI, HTML, CSS:

**Timeline. What do we need to get done each week?**

* **March 19-25:**
  + Have a basic working game play and merge it User+Admin classes
* **March 26-April1:**
* **April 2-8**:
* **April 9-15:**
* **April 16-24:**

**Design of the game? Project requirements?**

* **Danielle’s comments:** The game is intricate. Take a peek at the outline below. Should one person work on User/Admin Class & two people work on the game?
  + 3-19-23 Conclusion: Danielle will do User+Admin Classes and then help Ismael with the game.

**Pseudo:**

1. **User class**
   1. Create User Class
      1. User and Player classes will have to combined at some point
   2. Read in name, email, password
      1. Confirm user inputs before saving their info.
   3. set hiScore to 0
   4. Write and append each User’s profile to a binary file
      1. Only has permission to write to binary file
   5. Write and append each User’s profile to text file
      1. Only has permission to write to text file
2. **Admin class**
   1. Should the admin inherit the User class?
      1. It uses a lot of the User classes functions and variables
   2. Create 1 Admin profile
      1. username: admin
      2. password: password
      3. email: admin@info.com
   3. Read in username, password
   4. Confirm username, password
   5. Print message if login was == or != ?
   6. Permission to read binary file
      1. How do you give admin permission to read and write to binary?
   7. Find a record in the binary file.
   8. Be able to delete/edit a record or a record’s member. Idk?
      1. Permission to rewrite binary file with updated info
      2. Permission to rewrite text file with updated info
      3. if a player wins, then it will test their current hiScore against current hiScore
         1. set their highest score to their profile
3. **Game Play**
   1. **Dice** 
      1. Function takes in 1-5 dice and returns a random num each dice
      2. Print the value of 1-5 different dice
         1. Test dice against 13 categories and print a score for categories player can potential get points from
            1. Ask user if they want to:

Keep one of the potential points

If yes, then turn ends and save points to scorecard

or keep 1-4 dice and roll again

If yes, get which dice they want to keep and roll the remaining dice again.

Needs to keep count of how many dice the player is keeping on each roll and the value of each dice.

* + 1. Allow user to remove dice if they still rolls remaining
       1. Consider using vectors for which dice the player is keeping between rolls?
  1. **Player class**
     1. Is Player class the same as User class?
     2. Should setHighScore() in User’s profile
     3. Will the Player or Score class hold which dice the player keeps in between rolls?
        1. Inherit ScoreCard class?
  2. **Score Card class:** 13 scoring categories + 3 diff sums
     1. Upper Section categories
        1. 6 categories that summing each side of dice
           1. Sum function that accepts x number of dice and adds their face value?
        2. Total score from all 6 sides of a dice
        3. Bonus – if score is 63 or over, then +35 pts
        4. Total of upper section
     2. Lower Section categories: has to check if the dice meet the conditions for each of these categories. If they do, then it needs to return points.
        1. pts = three of a kind ? sum of all 3 dice : 0;
        2. pts = four of a kind ? sum of all 4 dice : 0;
        3. pts = full House (threeKind + twoKind) ? 25 pts : 0;
        4. pts = small Straight ? 30 pts : 0;
        5. pts = large Straight ? 40 pts : 0;
        6. pts = Yahtzee (5 of kind) ? 50 pts : 0;
           1. pts = Yahtzee bonus? ? 100 pts : 0;
        7. pts = chance pts = sum of all 5 dice : 0;
     3. Total of lower section
     4. Grand total = total of lower + upper section