* 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.
* 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: ???????
  + **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:????

**Objects Assignments & Responsibilities**

o **Danielle**: User & Admin

o **Ismael**: Play

o **Logan**: ?

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

1. **March 19-25:** Have a basic working game play

2. **March 26-April1:**

3. **April 2-8**:

4. **April 9-15:**

5. **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?
  + Conclusion: Danielle will do User+Admin Classes and then help Ismael with the game.

**Pseudo:**

1. **Admin class**
   1. Create 1 Admin profile
      1. Username: admin
      2. Password: 1234
   2. Read in admin login
   3. Confirm username and password
   4. Print message if login was == or != ?
   5. Read binary file
   6. Find a record in binary file
      1. Be able to delete a record or a member within a record? Idk?
         1. Rewrite binary file with updated info?
2. **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 = 0 ?
      1. When player wins it will save their highest score to their profile
   4. Write User’s profile to a binary file?
   5. Write inputs to text file
3. **Game Play**
   1. **Dice class**
      1. Set random() num for any of the 5 dice
      2. Function that returns a random num for any of the 5 dice
      3. Needs to temporarily hold & print the value of 5 different dice
         1. Ask user which dice they want to test against the 13 scoreCard categories.
         2. Send dice to ScoreCard to test it against the 13 different categories
         3. Consider using vectors
      4. Allow user to remove dice if they still rolls remaining
      5. Needs to keep count of how many dice the player is keeping on each roll and the value of each dice.
   2. **Player class**
      1. Is Player class the same as User class?
      2. Needs to access User class
      3. Needs to inherit ScoreCard class
      4. Needs to receive info from Dice class
         1. Will it need to hold which dice the player keeps in between rolls?
      5. Should it hold num of rolls left? maxRoll=3
   3. **Score Card class:** 13 scoring categories + 3 diff sums
      1. Upper Section categories
         1. 6 categories that summing each side of dice
            1. Sum func 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 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. Three of kind ? pts = sum of all 3 dice
         2. Four of kind ? pts = sum of all 4 dice
         3. Full House ? 25 pts
         4. Small Straight ? 30 pts
         5. Large Straight ? 40 pts
         6. Yahtzee (5 of kind) ? 50 pts
            1. Yahtzee bonus? ? 100 pts
         7. Chance pts = score all 5 dice
      3. Total of lower section
      4. Grand total = total of lower + upper section