# FF14 Cactpot Analysis Implemented in C#

## Requirements

A 3x3 board where numbers 1-9 show up on the board once

An initialized board as 1 square already uncovered at a random position

3 more are chosen deliberately

After 4 squares are uncovered, you pick a line

After the line is picked, the rest of the squares are uncovered

You receive a payout associated with the sum of the line picked

## Objects

**Board**

**Attributes**

* **int array of numbers available**
* **array of 9 squares**
* **either**
  + **an array of 8 line objects or**
  + **a 2d 8x3 array of lines**
    - **if this is chosen, put this as a broader scope variable**

**Functions**

* **Constructor**
  + **Initializes the array of 9 squares objects with their value set at 0**
  + **Set the array of available numbers to numbers 1-9**
* **NormalStart**
  + **Reveals 1 random square**
* **Proceed**
  + **Reveals 3 different squares that accepts three different ints**
* **Finalize**
  + **Selects a line, reveals the rest of the squares, and pays out the reward**
* **Reset**
  + **Initializes all squares to 0**
* **GetSquare**
  + **Gets the value in a specified square**
* **SetSquare**
  + **Sets the value in a specified square if it matches constraints**
* **GetLineSum**
  + **Gets the sum of the line**

**Line?**

**Square**

**Attributes**

* **Value of the square**

**Functions**

* **Get**
  + **Retrieves value**
* **Set**
  + **Set a valid value**

**Payout?**

**An array with the (sum – 6) being the index and the value being the payout**