

Game

A game is going to be composed of 10 frames + one roll.

Methods

frames = []
Actual_score = number

frameNew()

Score will need to be tallied as the game goes along. This will need to take into account things like 1st roll vs 2nd roll and strikes and spares.

Frame()

Stores 2-3 rolls depending on bonus round or not.

attr:

Start_pins = 10 (constant)
pins_afterroll/one = Start_pins -
roll_one_pins_knocked_down

rolls = [] of roll objects

Spare = True
Strike = False

methods:

rollOneScore: 4
rollTwoScore: 6

Roll (pins)

Start pins = pins

Remaining pins = pins - knocked down pins

Knocked down pins = random pin gen.