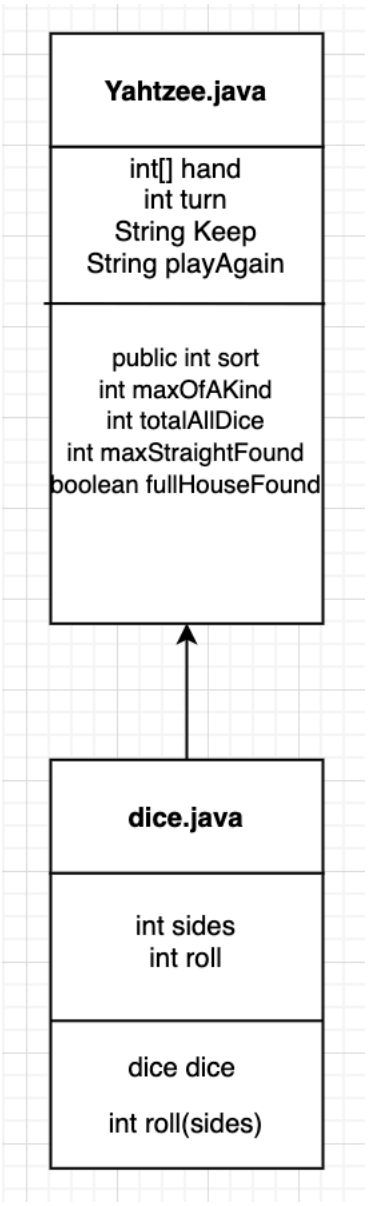
UML Class Diagram:



Goal:
Create a game of Yahtzee where the user is able to roll a 6-sided die three times. The various results they get are displayed on a score board when their turn has concluded. If they want, they have the option to play again. There is no limit to the number of rounds that can be played.

Design Overview:
I chose to just implement 2 main classes. The first one is the Yahtzee class which controls the entire game itself. The next, is the dice class which controls the type of die and the roll value. Class and variable names are displayed in the UML diagram above.

Issues:
The main issues I encountered were with the initial while loop. At first, it was infinitely looping so I had to work through that. Then, there was an issue with the "turn" variable not being iterated correctly. After some print statements however, that problem was resolved.

Luckily, I was able to model the rest of the code off the Yahtzee.cpp file that was provided. This created minimal errors down the stretch.

Afterthoughts:
If I were to do this assignment again, I would've added in the hand and scorecard classes. However, those weren't required for this assignment, so I'll just let those cause problems for me in HW2.