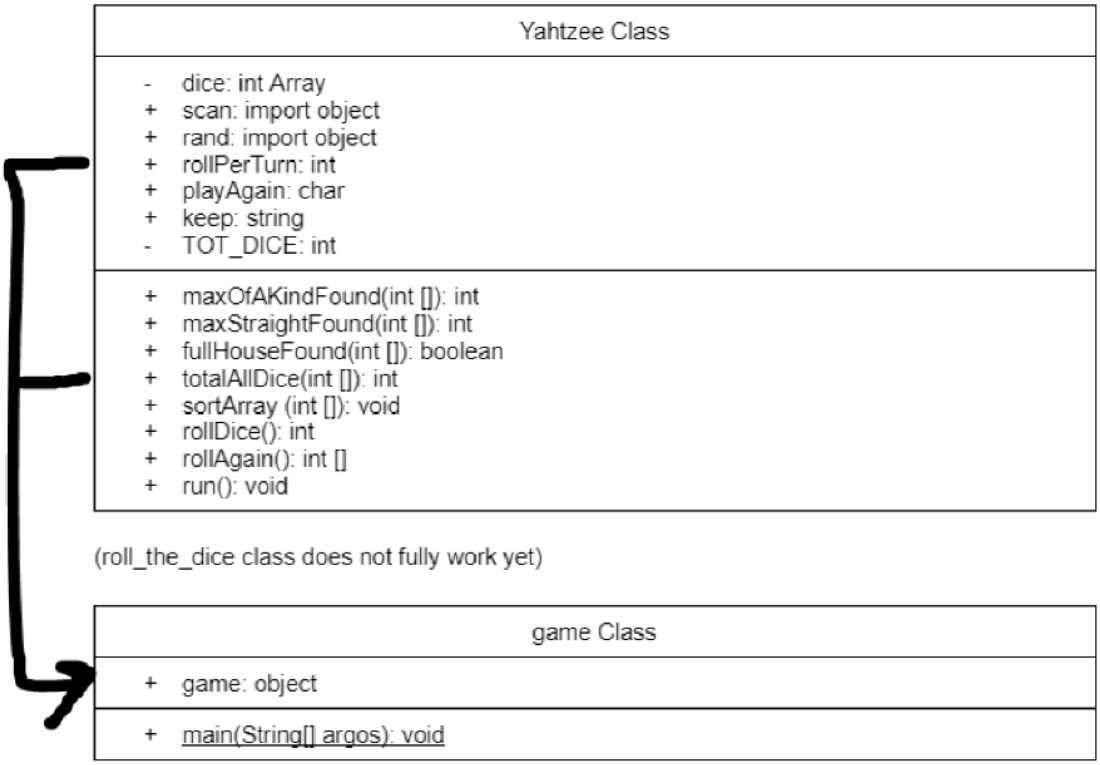
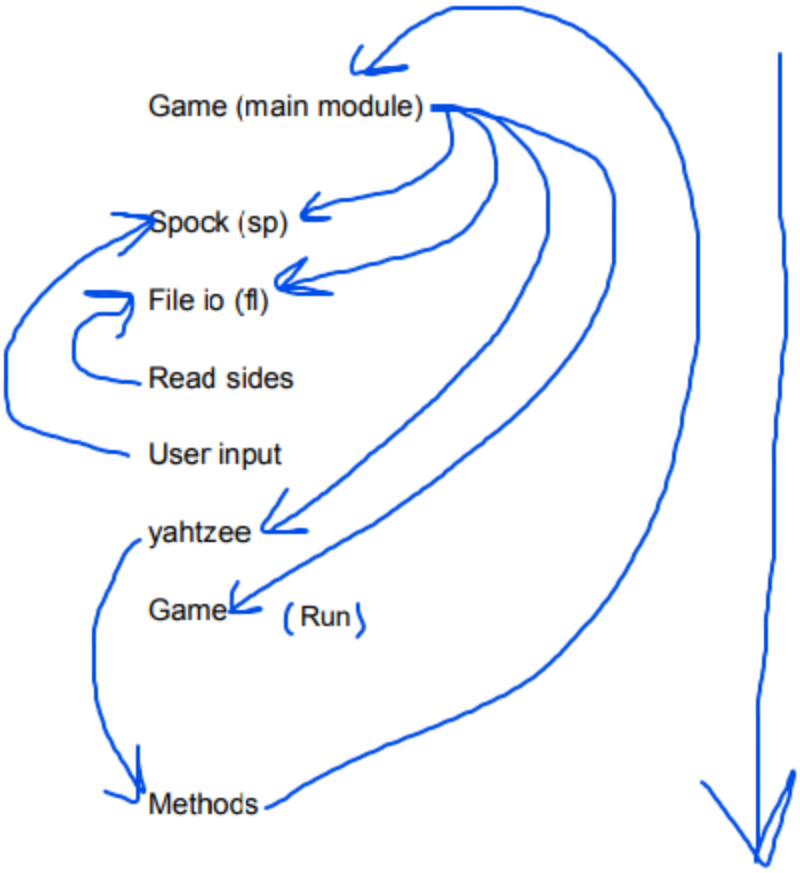
The goal of this program was to expand the current Yahtzee implementation into “Single Player Yahtzee”. A more dynamic implementation that allows the user to change the number of dice, number of rolls, and the number of sides on each dice. However, in this version, scorecard functionality is also implemented. Now, the user can view their scorecard at any time during the game. Additionally, the scorecard shows at the end of the game. 7 total unit tests were implemented for mostly trivial classes and testing.

The general design I chose for my program is a top down approach. Any extra functionality is implemented in mostly separate files. Any new functionality needed is coded in a new file and methods are called in existing files. I also feel that my design evolved to a more organized form rather than last time when it was more scattered. However, there is absolutely more organization that can be done, and will follow up on this in future homework assignments.





A major programming issue I ran into this time around was the scorecard functionality. It was extremely unclear in the homework instructions what the scorecard user selection should look like. The only advice given is that it should “function similar to Bruce's code” in python. I find this to be a terrible way to solve a programming problem, I do not think I should have to sift through others' code in order to find a solution to the scorecard functionality. The description of what the scorecard functionality should actually be was also cryptic and unclear. Therefore, I was almost entirely unable to have user input control the scorecard since there was really no instruction on what was required to do so. Other than that, there were no major programming issues other than some early development problems that have been solved.

Retrospectively, I really should have asked for guidance on what was required for the scorecard input. If I could do this assignment again I would have likely planned around that in the first place.