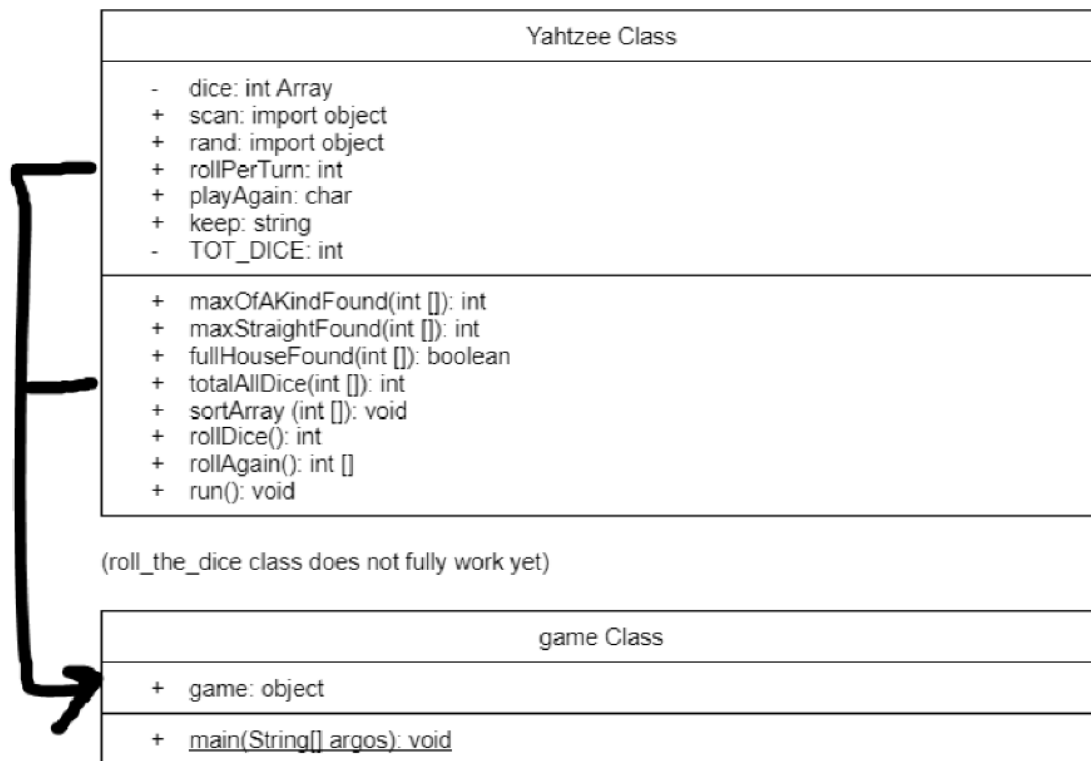


The goal of this program was to expand the current yahtzee implementation into “Lizard Spock yahtzee”. A more dynamic implementation that allows the user to change the number of dice, number of rolls, and the number of sides on each dice. Functionality remains the same regarding scoring and scorecard display. Three unit tests were implemented for testing purposes.

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 is somewhat scattered and will be more organized in the next homework.

One of my unit tests performs a check on the functionality of the first turn. It simply performs the first turn method and then makes sure the roll per turn is equal to one after the first turn is done, which is true.



A minor programming issue for this assignment was the unit testing. I felt we went over how to unit test minimally in class, and that the functionality of my unit tests is hindered by that. I never properly figured out how to test certain variable values and or what the dice array was supposed to be equal to. I feel like we scratched the surface of unit testing in class but were never taught how to properly test an entire program, or how to go about so.

Retrospectively, if I had more time, I would pour more effort into figuring out how to properly unit test. I want to test the sorting function for example but since we didn't go over how to tests booleans, I was forced to look on my own and unfortunately was unable to come up with the correct information.