

Domain Concepts

- **Game**
The whole set of bowling
- **Frames**
All the turns that each player have
- **Tries**
Each frame each player have two tries or chances if doesn't make a strike on the first one
- **Pins**
The object you need to hit with the ball to get some points at the score
- **Score**
Is the total number of pins knocked down in his two tries
- **Game score**
Is the total of all frame scores
- **Spare**
Is when you knock down all the pins in two tries
- **Throw**
Reference the next try in your next turn
- **Strike**
Is when in your first try in the frame you knock down all the pins
- **Rolls**
Reference the next two tries in your next turn or turns
- **Bonus balls**
If you get an spare or strike in the last(tenth) frame, the bowler get to throw one or to more bonus balls. These bonus throws are taken as part of the same turn. If the bonus throws knock down all the pins, the process does not repeat: the bonus throws are only used to calculate the score of the final frame