

**Yatzy Class constructor method**, gets called from controller class and initiates a new YatzyObject

```
SET roundsCounter to 0
SET totalPoints to 0
SET currentRound to NULL;
CALL Yatzy method startNewRound on YatzyObject
```

**Method startNewRound** gets called from constructor method or from controller class.

```
Increase roundsCounter with 1
INIT a new Round class object, save in currentRound property
CALL Round method getRollsAndValues on currentRound
    RETURN values array with diceValues + nrOfRerolls
SET data.diceArray to diceValues
SET data.nrOfRerolls to nrOfRerolls
SET data.roundsCounter to roundsCounter
SET data.totalPoints to totalPoints
RETURN data
```

**Method reRoll** takes diceToReroll as parameter. Gets called from controller class.

```
CALL Round method rollDice on currentRound with diceToReroll
RETURN "values" array with diceValues + nrOfRerolls
IF nrOfRerolls equals 2 THEN
    CALL Yatzy method calculatePoints with diceValues
SET data.diceArray to diceValues
SET data.nrOfRerolls to nrOfRerolls
SET data.roundsCounter to roundsCounter
SET data.totalPoints to totalPoints
RETURN data
```

**Method calculatePoints** takes diceValues as parameter. Gets called from reRoll method.

```
FOR every diceValue in diceValues
    IF diceValue equals roundsCounter THEN
        Increase totalPoints with diceValue
    IF roundsCounter equals 6 and totalPoints is 63 or more
THEN
    Increase totalPoints with 50 bonus points
```