

## Pass the Pigs Design

### Objectives

Create a game based on a simplified version of David Moffat's game Pass the Pigs in which players roll a 'die' and each dice roll corresponds to a pigs side. Depending on what they roll the player collects points. First to 100 points wins. A player's turn is ended if they roll one of the two rolls which corresponds to the pigs side. Then the next player's turn begins.

### Pseudocode

- Query user for seed
- Validate user input
- Set random number generator seed

- Query user for # of players
- Construct array for point storage dynamically sized for # of players

- Starting with player0 roll dice

- For each roll we have to check if the roll was a SIDE or point[n] is <= 100

  - If it was a SIDE, end turn and player n+1's turn begins
  - Add points of roll to point[n]

  - AND**

  - If point[n] <= 100
  - Then we end the game

### Expected Output

The output for the program should print the player name and the rolls made until a side is rolled, then on a new line the next player's output shall be printed. Until a winner is decided. Then a congratulations text will be printed and the program shall terminate.

# Flow Chart for Pig Game

