## **Pseudokod Yatzy**

Set the number of rolls a player done has to zero

WHILE a condition that is always true

Roll dices

Add one to the number of rolls

IF the number of rolls are less than three

Get input from the player whether he/she wants to continue

IF the player wants to continue

THEN the player chooses dices

CONTINUE with the next iteration of the loop

BREAK the loop

**END WHILE loop** 

Count points and add to the game protocol