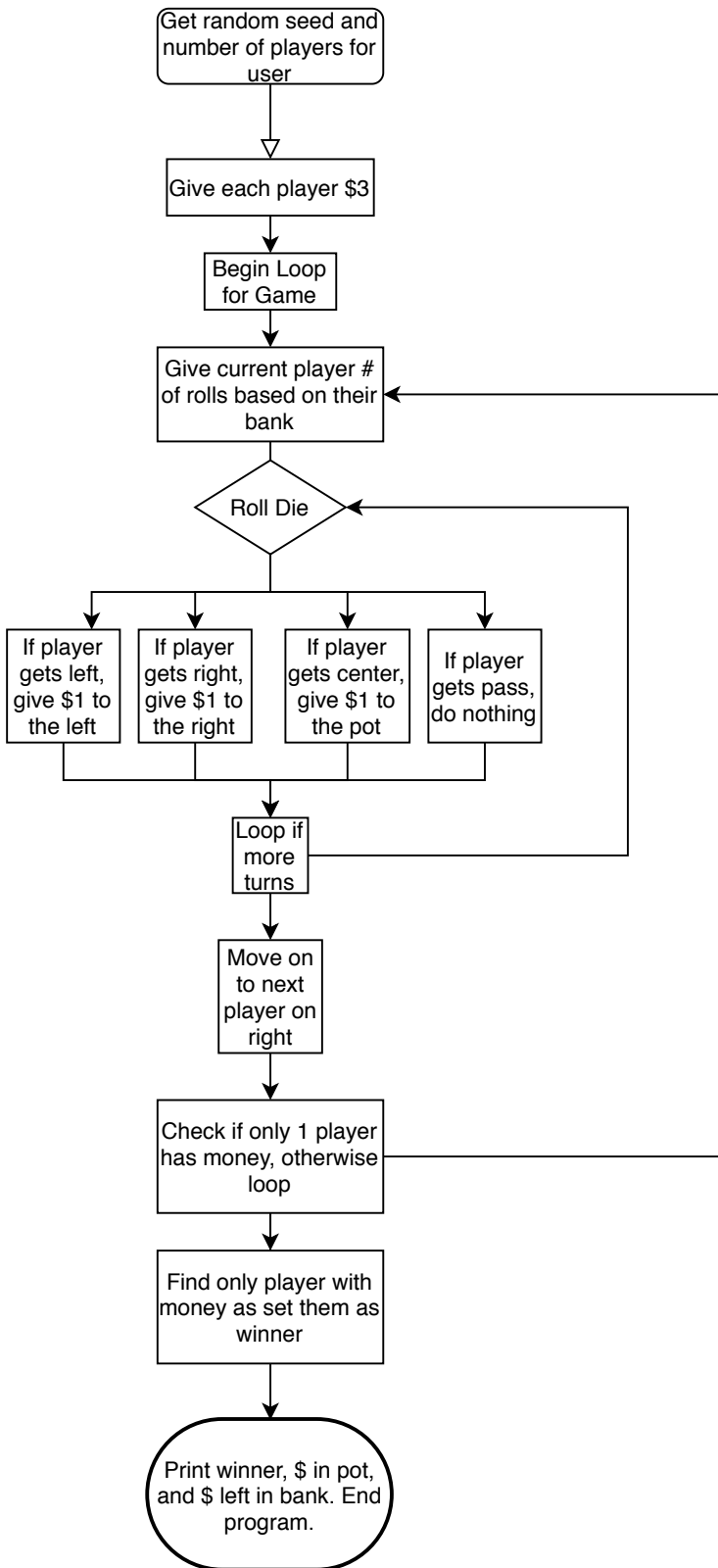


# LRC DESIGN



Initialize arrays for player names, bank, and faces of die

Get random seed and number of players from user  
Set random seed

Set current player pos to 0

While there is more than 1 player with money:

If current player money is < 3, their  
n\_rolls = money

Else, n\_rolls = 3

For n\_rolls:

Roll die (random # from 0-5)

If roll = 0, give \$1 to left from bank

Else if roll = 1, give \$1 to right from bank

Else if roll = 2, give \$1 to pot from bank

Else, gets a pass

Move on to next player (to the right)

Set n\_players\_with\_money to 0

For i in n\_players:

If player\_bank[i] is > 0, ++  
n\_players\_with\_money

For i in n\_players:

If (player\_bank[i] + pot) = (n\_players \* 3), set  
winner\_position as i

Print winner, \$ in pot, and \$ left in bank using winner\_position