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CPSC 224

HW1

My overall goal with this program is to create Yahtzee, with all its bells and whistles. Below

that though, I'm really just looking to get comfortable with OOP in Java again and to figure out

the syntax that I've forgotten since I last programmed in Java. I chose to decompose as much

as possible in my program, breaking my Yahtzee into separate classes to help modularize. I

have an overarching Yahtzee class which drives the program and calls my Game class, which

maintains the game loop. I use the a Player class as well, which has its own instantiations of my

Scorecard and Hand classes (see below in UML).
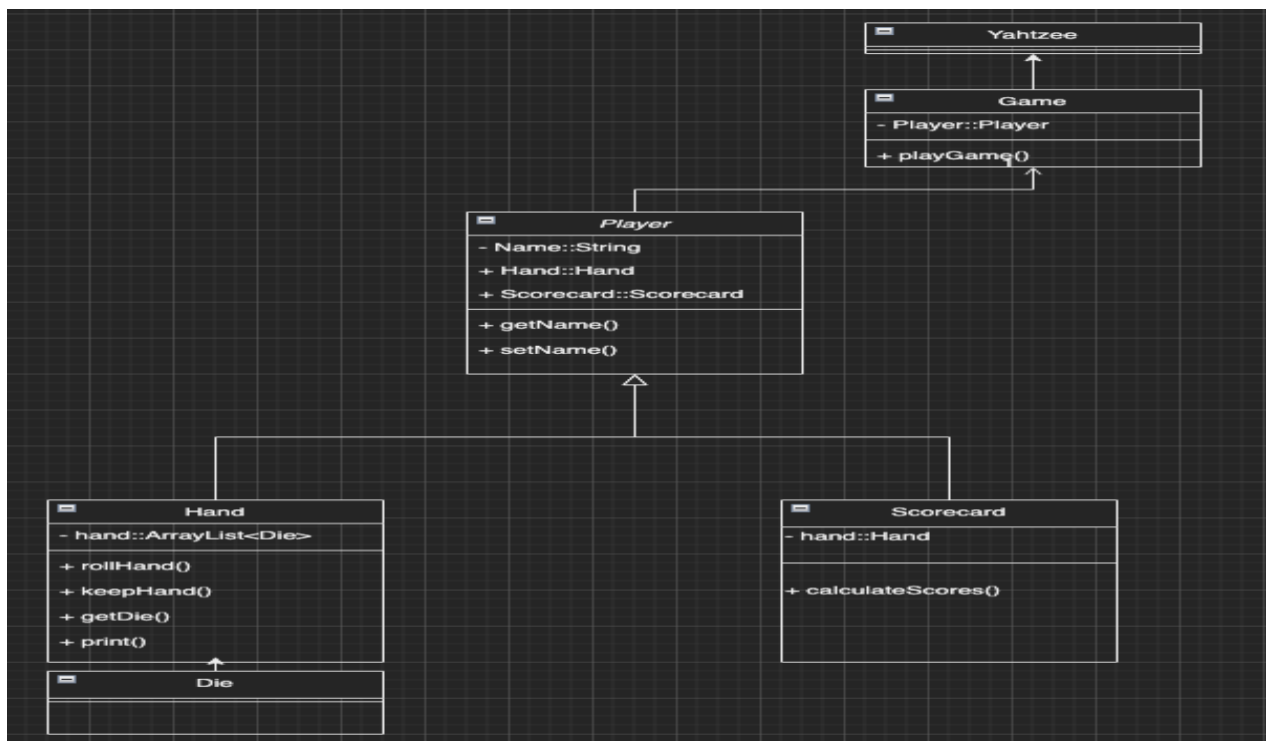
This helped immensely in keeping code readable and in small chunks, while also requiring significantly less rewrites when taking a different approach at problems. I didn't run into any big issues here, other than syntax errors. I got around these issues with mostly Google, with a few references to my notes and our textbook. If I had more time, I would go ahead and finish the game loop first so that players can play a complete game of Yahtzee. I also think itd be cool to add multiplayer, although I am unsure of how to approach this problem at this current time. I would also clean up the UI significantly, as its clunky printing to the terminal. Some clear statements and static menu items might help to ease the player through the interface.