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CPSC 224
HW 3 Summary

Goal: The ultimate goal for this program is to run a full game of Yahtzee with a variable number of dice with variable numbers of sides, and allow the user to display and edit their scorecard by choosing different lines to score at the end of every turn.

Overview: Not a whole lot to talk about here, since I expanded very little from my last homework. All that really needed doing was taking a better look at my scorecard. I ended up making 2 parallel arraylists, holding all my categories (1,2,3…, Full House, Yahtzee, etc), and all the corresponding scores. After a user picks their score line, it simply removes this line from the scorecard altogether. At the end of the game, users are able to choose whether or not they want to play a new game. If they do, I generate a new game object and just call the playGame() method again.

Testing: For testing, I added some minimal tests for all my classes. Since they are all so dependent on their overloaded constructors to pass information around, I centered in on ensuring my constructors and overloaded constructors are correctly assigning private member variables, and they are properly returning them through public "getter" functions.

Issues: Not a ton to talk about here, most of my issues were because I would implement a fix in one area and not implement it in another area. After this, it was a lot of just running Yahtzee and bug fixing as I saw fit. The only thing that really gave me a challenge was figuring out how to not display the scorelines they already chose to score, which I fixed through removing those lines entirely.

Retrospective: I wish the Sam who worked on HW2 wouldve actually fixed scorecard.

Scorecard was most of my programming time, due to my lack of score storage.   However, once

I got past that, I am pretty happy with how I approached this homework.