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CPSC 224

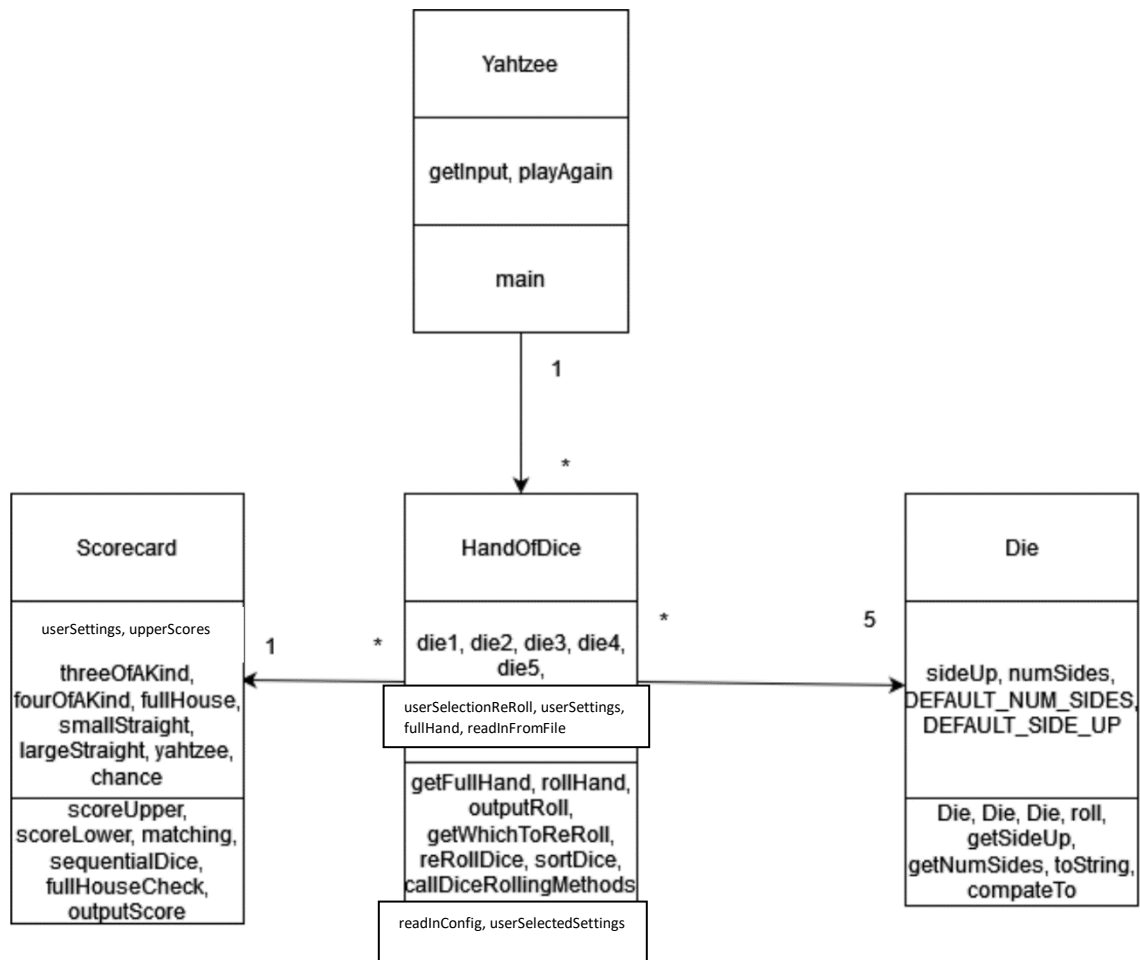
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Summary of the goal: The goal is to play through a single round of Yahtzee as before but this time the user needs to be able to configure the game. They must be able to decide how many dice they play with, how many sides each die has, and how many rolls they get per hand. This must either be input by the user themselves or through a text file.

Design overview: The classes were split into their logical parts. Yahtzee is the main driver for the game. It has HandOfDice which handles a single hand of dice, die which handles everything regarding a single die, and scorecard which scores each round.

UML Class Diagram:



Major Issues: There were some issues with testing. I ran out of time because I did not write my methods for each class with unit testing in mind. The fact that I did not write my methods this way made it nearly impossible to change my code and write tests in the time I allotted myself.

In retrospect: I would redesign the current methods and better write my future methods so that testing is made much easier. If I had allotted myself more time I would have been able to do this and get all the testing done.