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CPSC 224

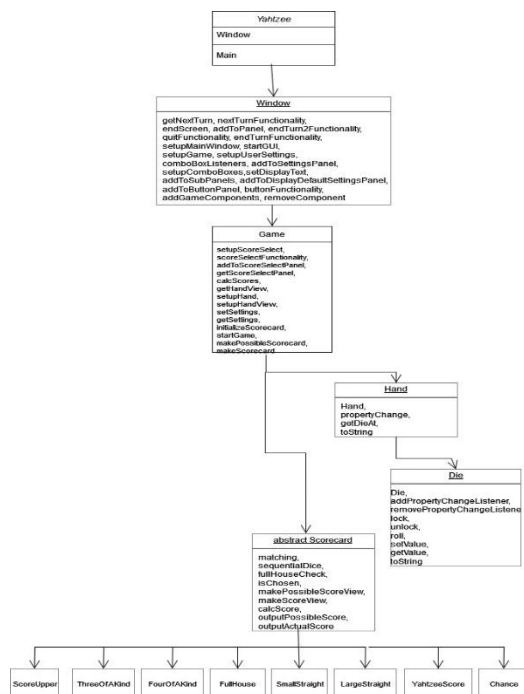
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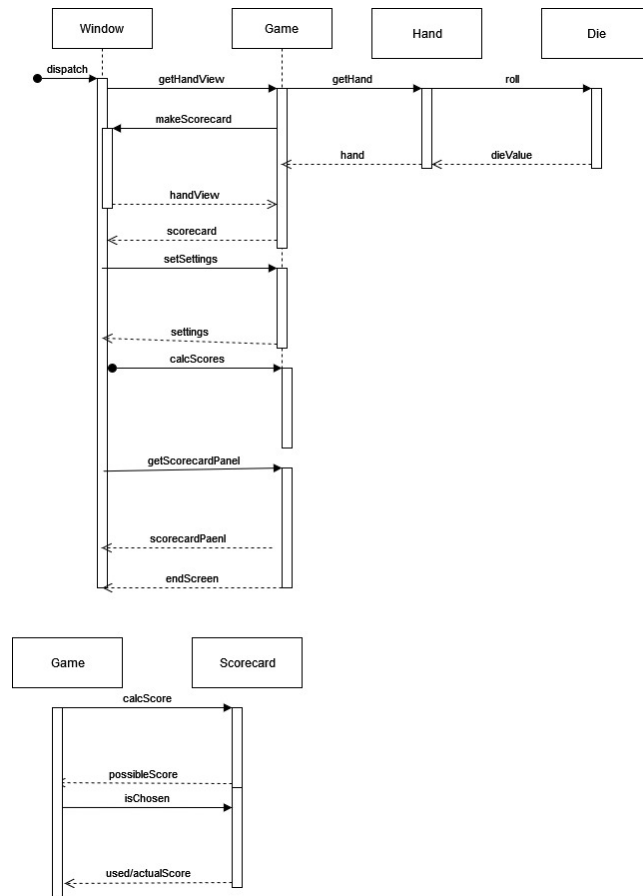
Summary of the Goal: The goal is to allow a single player to play through an entire game of Yahtzee. This must be accomplished through the use of a GUI.

Design Overview: The Yahtzee class holds the main function which only calls the constructor for the Window class. The window class is responsible for managing the GUI window, it also has an instance of the game class. The game class controls the entire backend calling all other classes and methods as necessary. It manages the hand and all score line classes while the hand class manages the die class.

UML Diagram:



## Sequence Diagram:



Major Issues: One of the major issues, that happened more than once is there were times where a button was necessary to advance to the next stage in the game. However, this button did not have access to all the methods it needed to advance the game. This was fixed by rearranging and rewriting parts of my code so the button could have access to everything it needed.

In Retrospect: I would plan out how everything is going to work better than I did for this project. I just started writing code with minimal planning which caused me to run into a few dead ends.