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CPSC 224

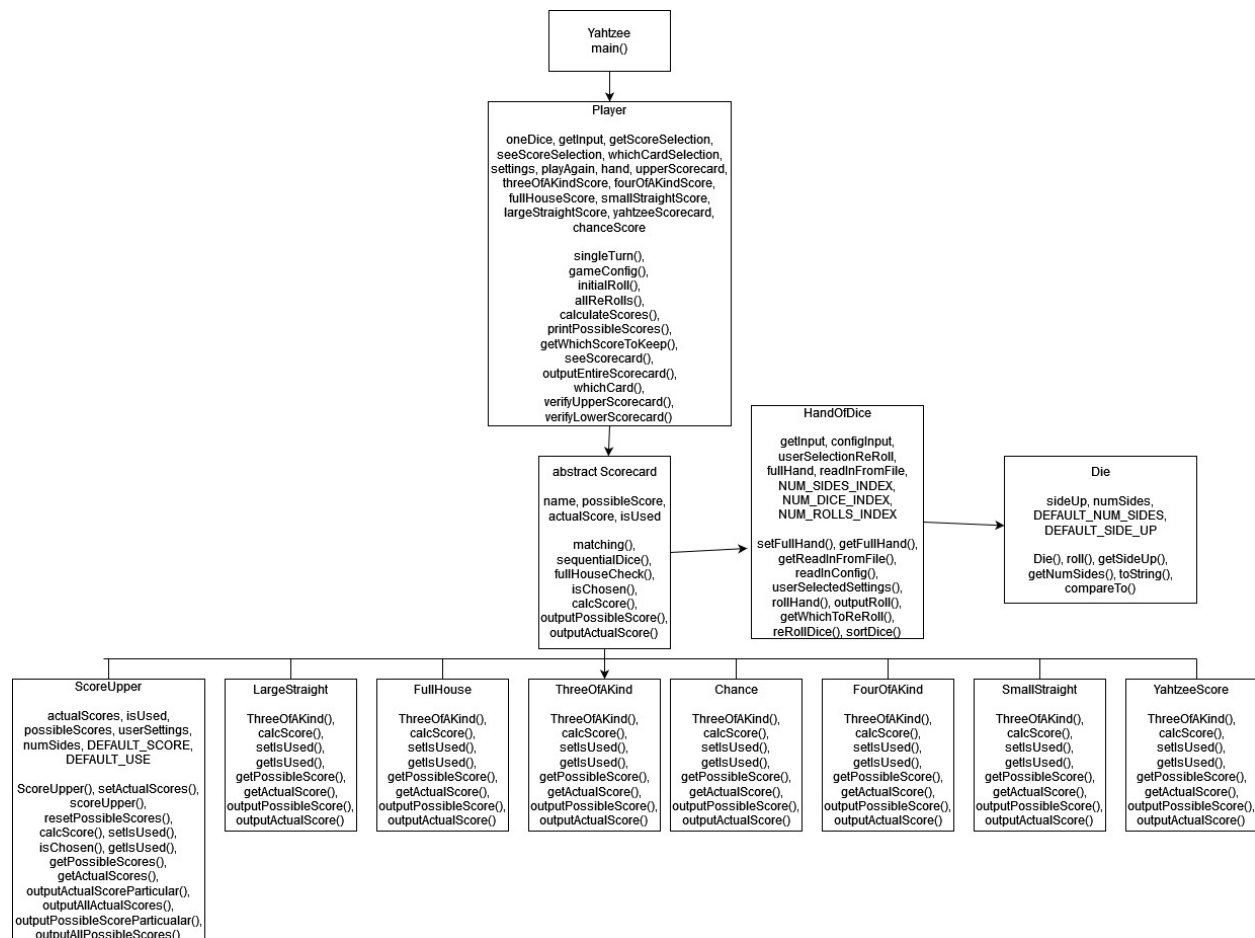
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Summary of the goal: The goal is to play through a single game of Yahtzee. The user has to be able to play a single player game of Yahtzee and have the ability to check their scorecard at the beginning of their turn.

Design Overview: The Yahtzee class exists to call the few main functions from the player class. The player class controls all the functions that a player has. The player class calls methods from the HandOfDice class that controls everything having to do with a hand of dice and all of the Scorecard child classes. These classes are responsible for scoring their respective score lines. Finally the Die class controls everything having to do with a single dice.

UML Class Diagram:



Major Issues: One of the major issues was an issue with the scanner not reading everything in properly when it was used multiple times. There were some issues with identifying all of the methods and what they were being used for without going back and reading the code. It also caused complications with keeping track of all the functions and when they are being called. There were times where I had unknowingly called functions multiple times.

In Retrospect: I would do a better job at abstracting all the methods so that I do not have to worry about calling methods multiple times unknowingly and causing issues throughout the project.