

Game Functions	
<b>Responsibilities</b> <ul style="list-style-type: none"> <li>• Determines next turn.</li> <li>• Tracks current player.</li> <li>• Tracks next player (player to the right).</li> <li>• Track previous player (player to the left).</li> <li>• Tracks next player after first next player (two to the right).</li> <li>• Tracks previous player before first previous player (two to the left).</li> <li>• Eliminates player(s).</li> <li>• Determines if game is over.</li> </ul>	<b>Collaborators</b> <ul style="list-style-type: none"> <li>• Character</li> <li>• ArrowPile</li> </ul>

Dice	
<b>Responsibilities</b> <ul style="list-style-type: none"> <li>• Randomly rolls all five dice.</li> <li>• Determines how many rolls are remaining for current player.</li> <li>• Re-rolls dice while current player's turn is still valid.</li> <li>• Determines if arrows are gained or removed.</li> <li>• Plays specific roll if dynamite is rolled.</li> <li>• Plays if Bullseye 1 or 2 is rolled by player.</li> <li>• Plays if Calamity Rose 1 or 2 is rolled.</li> <li>• Plays if beer roll or Gatling roll is rolled by player.</li> </ul>	<b>Collaborators</b> <ul style="list-style-type: none"> <li>• Character</li> <li>• Game Functions</li> <li>• Arrow Pile</li> </ul>

Character	
<b>Responsibilities</b> <ul style="list-style-type: none"> <li>• Selects 16 characters.</li> <li>• Randomly shuffles characters.</li> <li>• Shuffles roles.</li> <li>• Selects rolls of each character.</li> <li>• Sets roles for the characters.</li> <li>• Removes lives from players if they are lost during the game.</li> </ul>	<b>Collaborators</b> <ul style="list-style-type: none"> <li>• Game Functions</li> <li>• Arrow Pile</li> </ul>

Arrow Pile	
<b>Responsibilities</b> <ul style="list-style-type: none"> <li>• Removes arrows from players.</li> <li>• Gives arrows to players</li> <li>• Determines if players' arrow piles are empty.</li> <li>• Removes life if players' arrow piles are empty.</li> </ul>	<b>Collaborators</b> <ul style="list-style-type: none"> <li>• Game Functions</li> <li>• Character</li> </ul>

Bang Dice Game	
<b>Responsibilities</b> <ul style="list-style-type: none"> <li>• Shuffles all 16 characters.</li> <li>• Prompts user to choose how many AI players they would like in the game.</li> <li>• Creates all players.</li> <li>• Starts game.</li> <li>• Chooses sheriff as first player of the game.</li> <li>• Displays player's current turn.</li> <li>• Rolls all 5 dice.</li> <li>• Allows for re-rolls (takes care if 3 dynamite are rolled).</li> <li>• Displays final roll.</li> <li>• Completes all dice rolls.</li> <li>• Shows standing of life and arrows at the end of the round</li> <li>• Goes to next player's turn.</li> </ul>	<b>Collaborators</b> <ul style="list-style-type: none"> <li>• Dice</li> <li>• Character</li> <li>• Game Function</li> <li>• Arrow Pile</li> </ul>