Pseudocode for Pig Game

The first pseudocode written by me. (well the first which actually makes any sense).

# Game rules:

* 2 players – aim is to reach 100 points first.
* Every player has its own turn.
* Player rolls dice and can choose to hold or keep rolling.
  + If they keep rolling, with each roll the dice number keeps being added to “current” score.
    - If the dice number is “1”, then the player loses the round, loses all points accumulated in that round and other player takes their turn.
  + If they “HOLD” before reaching “1” then the current accumulated score is added to the total score, then the other player takes their turn.
  + If they “HOLD”, the round ends and next player takes their turn.
  + First player to reach 100 points wins the game!

# Game feature #1: ROLL DICE

When user presses “ROLL DICE”, generate random number and display corresponding dice image to match.

* Add click event listener to button “ROLL DICE”
* User presses “ROLL DICE”
* Random number is generated between 1 – 6
* Number is captured in a variable randNum
* Compare randNum with dice images 1-6.
  + If random number equals to 1, picture dice-1 is used
    - Get HTML element with class “dice” and change its “src" attribute to dice-1.png
    - Display corresponding dice image
  + If random number equals to 2, picture dice-2 is used
    - Get HTML element with class “dice” and change its “src" attribute to dice-2.png
    - Display corresponding dice image
  + If random number equals to 3, picture dice-3 is used
    - Get HTML element with class “dice” and change its “src" attribute to dice-3.png
    - Display corresponding dice image
  + If random number equals to 4, picture dice-4 is used
    - Get HTML element with class “dice” and change its “src" attribute to dice-4.png
    - Display corresponding dice image
  + If random number equals to 5, picture dice-5 is used
    - Get HTML element with class “dice” and change its “src" attribute to dice-5.png
    - Display corresponding dice image
  + If random number equals to 6, picture dice-6 is used
    - Get HTML element with class “dice” and change its “src" attribute to dice-6.png
    - Display corresponding dice image
  + End if.

# Game feature #2: Current score

Show current round’s score

* Create new global variable currentScore.
* IF DICE ROLL is “1”
  + THEN the current round ends
  + currentScore is reset to 0 and displays on the active user’s dashboard
  + the other player takes their turn.
* ELSE
  + STORE the dice number to currentScore and keep adding with every roll
  + Display currentScore for active user
* End IF

# Game feature #3: HOLD score

When user presses the “HOLD” button, the current score should be added to the user’s final score.

* Add a click event handler for when user presses the “HOLD” button
  + ADD current score to active user’s total score
  + Current score resets to 0
  + Switch player

# Game feature #4: GAME OVER

The first player to reach 100 points in the (total score) field, WINS the game.

Changes are applied to the “HOLD” button code.

* IF any player reaches 100 total points
  + Change variable gameOver to TRUE
  + Hide the dice
  + Apply .player—winner class to the active player
* End IF

# Game feature #5: RESET GAME

When user presses “NEW GAME” button, the game should reset and a new game will begin.

* Add a click event handler for when user presses the “NEW GAME” button.
  + Change variable gameOver to FALSE
  + RESET total score for both users to 0 and display it
  + RESET current score for both users to 0 and display it
  + Remove “player—winner” class from winning player
  + Player 1 becomes the active player
  + Hide the dice
* Modify click event for “ROLL DICE” to display dice
  + IF dice element has class “hidden” and remove it

End IF

---End pseudocode---

END game build!!!