BUTTON '1' or '2' is pressed

      Amount of chosen dices is saved in a session variable

BUTTON 'Start!' is pressed

      CREATE variable to store message ("The goal is to score as close to 21 as possible.")

      Redirect to game page
      Return message

IF BUTTON 'BET' is pressed

      Save amount of chosen coins in session variable

ENDIF

BUTTON 'Roll' is pressed

      CREATE score chart

      START A GAME SET

      CREATE a 'dice hand' object with the chosen amount of dices as parameter

      CALL roll()
      : roll the dice in the dice hand

      CREATE variable to save dice roll result
      CREATE variable to save the sum of the result

      Return the result

IF BUTTON 'Roll' is pressed again

CREATE a dice hand with the chosen amount of dice

CALL roll()
: roll the dice in the dice hand

CREATE variable to save dice roll result
CREATE variable to save the sum of the result

Return the result

ENDIF

IF BUTTON 'Stop' is pressed

CREATE variable to save the the final score

CALL roll()
: the computer rolls the dice

CREATE variable to save the computers score
CREATE variable to store the difference of the users score and 21
CREATE a 'Bets' object
CREATE a 'StatsHistogram' object

Calculate the users and the computers score

IF the users final score is 21 or the difference to 21 is less than the computers

CREATE variable to store a winning message ("Congrats, you won!")

Update session variable for rounds won for the user

CALL update("won"), the parameter indicates that the user won the bet
: Updating the users amount of coins

CALL won($score), with the parameter of the final score
: Updating the users statistic (played games, won games, thrown 21)

ELSE

CREATE variable to store a winning message ("The Computer won!")

Update session variable for rounds won for the computer

CALL update("lost"), the parameter indicates that the user lost the bet
: Updating the users amount of coins

CALL lost()
: Updating the users statistic (played games)

ENDIF

The session variables that keeps the rounds score are set to 0
Return the winning message and the computers score

ENDIF

IF BUTTON 'New round' is pressed

The session variables that keeps the rounds score are set to 0

ENDIF

IF BUTTON 'End game' is pressed

Redirect to the game start page

ENDIF