Your Group #: \_\_\_\_\_\_\_\_\_\_\_\_\_\_ # your grading: \_\_11\_\_\_\_\_\_\_

**Yahtzee Feedback**

Creates a chart:

* They did a really good job of displaying the chart, adding the lines between the labels and the user’s name makes it easier to look at.
* I like how they started with numbering each of the options and didn’t number the scoring sections, as well as capitalizing them, it also made it easier to look at.
* The code is very organized!

Rolls Dice: (Allows up to 3 rolls, can I end roll before 3 rolls?)

* Allows the user to only reroll twice before jumping to the display of the scorecard.
* Typing “s” allows the user to go with what they have, yes you can end the roll before 3 rolls.
* I really like the display of the dice! It is very well done!!

Updates chart: (Can I put it in a category that doesn’t make sense, and does it give a 0? Can I submit to a category I already picked?)

* The entry of an invalid category is met with a message to reenter.
* The entry of an already chosen category is met with a message to reenter.

Calculates Total after 13 rounds:

* Score is calculated at the very end.
* Upper score and upper bonus only show up at the end.

Bonus:

* They made it multiplayer (and did a really good job!)
* Scorecard was modified appropriately and correctly handled the scores.

Any other feedback to programmers (Positive and/or Negative) (Did they use appropriate classes?) (Any suggestions?):

* I really liked the display of the scorecard, adding in the lines made it much nicer to look at
* I also really liked the display of the dice! Very creative!
* I thought it was interesting how they made two classes (one for Player and one for Game) to split up the methods. It was a good way to approach it especially with the implementation of the multiplayer!
* The code was easy to read and formatted very well.
* Overall just a lot of attention to detail, while the program was running as well as the code itself. It just looked and ran *smooth*
* Great job guys!