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IT 312 – Software Devel with C++

05/01/18

Pseudocode – Farkle – Final Project

Class to handle Main Menu

--Play, Rules, Exit

--Play

-PRINT ‘How many players?’

-PRINT ‘Decide who is player 1, player 2, player 3, etc’

-Each player will roll a die to see who goes first. Player with highest number starts

-If duplicate numbers come up, roll again for just those players who tied

-Start game loop

--Rules

-Display the rules and the scoring chart

--Exit returns 0

Class to handle the game (gamemanager) Keeps track of player turn and scores

Main Game Loop

IF first dice roll of the game, display: Roll some dice!

ELSE display player’s dice faces (regular integers first, ASCII dice faces later)

Player has choices: Roll, Score Dice, Pass, Quit

SWITCH user input for chars

Case R:

Obtain 6 random numbers and store in a vector

Sort vector low to high

Case S:

All of the below in its own function: scoreDice() or something.

PRINT which dice would you like to score? Separate each dice with a space: ex: 1 3 5

Store the dice the user wants to score in a temporary vector

Call another function (or class?) to check which scoring regime is appropriate

Case P:

Pass to the next player

Case Q:

Ask user if they want to save before they quit (Maybe implement saving and loading?)

Default:

PRINT Incorrect input, please try again

Works Cited

Sedaris, David. "Me Talk Pretty One Day." *Esquire* 131.3 (1999): 86. *MasterFILE Premier*. Web. 5 Jan. 2017.