

Project One - Python PIG
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CPT 101
Pseudocode

The program begins with the `hello()` function. It welcomes the player to the game PIG, briefly explains the rules of play, then asks a prompt. If they're ready, the game executes. If they decide they're not prepared, the program calls them a "coward" and ends. It doesn't even thank them for playing. Because they didn't play.

When the user enters "Y" at the readiness prompt in `hello()`, the conditional statement then calls the `main()` function.

Once `main()` is initiated, the first function called within `main()` is the `check_winner()` function. Starting the Game Score at `playerScore = 0` and `compScore = 0`, this function does two things:

- 1) It checks and declares if the game is over (if either human or computer is crossed the 100 point threshold).
- 2) If the game is not over, it displays the running total score for each side before either player's turn.

Within the `main()` function is the overarching game logic set forth within a while loop. In the conditions of both the Player and Computer being under 100 points, the game continues. This is constantly checked (pun intended) by ending each turn with the `check_winner()` function mentioned above.

The `player_turn()` and `computer_turn()` functions are fairly straightforward. The human user is given the option to roll constantly or stop their turn, the computer rolls until bust or 20 points in a given turn, then automatically switches.

Once either the computer or the human user reaches ≥ 100 points, the final conditions of either human victory or machine victory are displayed and the `goodbye()` function is called, ending the program.