5-1 Pseudocode

Final Project Building Block Two: Pseudocode (Building the Final Project)

Software Development with C++ (IT-312-J4007)

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The following is Pseudocode for The LCR Dice Game.

Function doLCRdiceGame ():

DEFINE variables;

Players;

Dice or Die;

Chips;

DISPLAY Rules;

PROMT for number of Players;

IF number of Players is less than 3;

PROMPT user for 3 or more players;

ENDIF;

PROMT for each player’s name;

Function rollTheDice ():

SET Randomizer for die or dice rolling;

SET number of dice <= 3;

SET Number of chips to Number of dice to roll;

WHILE more than 2 players have Chips;

PROMPT User to roll the dice or die;

SET number of dice equal to the number of chips for the player;

IF die is L;

MOVE 1 Chip to Player on Left;

ELSEIF die is R;

INCREMENT 1 Chip to Player on Right;

DECREMENT 1 Chip for player that rolled;

ELSIF die is C;

DECREMENT 1 Chip for player that rolled;

ELSIF die is a number;

IGNORE die;

ENDELSEIF;

ENDIF;

ENDWHILE;

DISPLAY the name of the player that still has chips as the Winner;

ENDPROGRAM;