```
BEGIN
    //IF is your turn THEN
    // Call rollDices
    //ELSE
    // Call playComputerTurn
    // Call setWinner
    //END IF
END
```

```
public function initSessionYatzySetting(): void
{
    //Initialize settings in $_SESSION for Yatzy game
}
```

```
public function rollDices($data): void
{
    //IF count of roll greater than 3 THEN
        // Call checkRound to get your points
        // Call moveRound to moving next round
    //ELSE
        // Get selected dices from $_POST data to keep
        // Set current dice values selected as 0
        // Call playRoll to roll deselected dices
    //END IF
}
```

```
public function playComputerTurn(): void
{
    // Call clearCurrentDices to Initialize current dices as 0
```

```
    // Randomize round points for computer
}


public function setWinner(): void
{
   //IF end flag is true THEN
      //IF your score is greater than computer score THEN
      // Set winner as you
      //ELSE
      // Set winner as computer
      //END IF
   //ELSE
      // Set winner as empty
   //END IF
}


private function checkRound(): void
{
   //CASE count of roll OF
      //condition 1: Call checkUppersection for 'ones'
      //condition 2: Call checkUppersection for 'twos'
      //condition 3: Call checkUppersection for 'threes'
      //condition 4: Call checkUppersection for 'fours'
      //condition 5: Call checkUppersection for 'fives'
      //condition 6: Call checkUppersection for 'sixes'
      //condition 7: Call checkOfKind for 'three of a kind'
      //condition 8: Call checkOfKind for 'four of a kind'
      //condition 9: Call checkFullHouse for 'full house'
      //condition 10: Call checkSmallStraight for 'small straight'
```

```
        //condition 11: Call checkLargeStraight for 'large straight'

        //condition 12: Call checkChance for 'chance'

        //condition 13: Call checkOfKind for 'yatzee'

    //ENDCASE

}


private function checkUppersection($value): void

{

    // Calculate points with count of $value from dices

}


private function checkOfKind($value): void

{

    // Calculate points with count of $value from dices

}


private function checkFullHouse($value): void

{

    // Calculate points with count of $value from dices

}


private function checkSmallStraight(): void

{

    // Calculate points for small straight from dices

}


private function checkLargeStraight(): void

{

    // Calculate points for large straight from dices
```

```
}


private function checkChance(): void

{

    // Calculate points for chance from dices

}


private function moveRound: bool

{

    //IF current round less than 13 THEN

    // Set count of current roll to 0

    // Increase count of current round

    // RETURN true

    //END IF

    //Set end flag to true

    // RETURN false

}
```