## **Create a dice game “Yatzy” using C#, Java, C++, JavaScript or TypeScript**

Game can be in single player mode and in the interface of your own choosing (console, GUI, etc.).

## Remarks

* Code must adhere to OOP model
* Use of appropriate design pattern(s) is more than welcome
* Game logic should be covered with unit tests
* Code written with SOLID in mind is an advantage
* Helper libraries can be used in the solution. But the core logic of the game has to be original

## [Game description](https://en.wikipedia.org/wiki/Yatzy)

For simplicity sake please implement these scoring combinations (they are described [here](https://en.wikipedia.org/wiki/Yatzy)):

* Upper Section: Fives
* Lower Section: Chance & One Pair

Game doesn’t necessarily have to work. Attention will be directed at code quality, algorithms, design patterns, etc.

You shouldn't need to spend more than 4 hours on the task.

Upload final solution to a publicly available code repository (Github, Gitlab, Bitbucket or similar) and send repository URL to [koci@danskebank.lt](mailto:koci@danskebank.lt)

In case you have any questions don't hesitate to contact [koci@danskebank.lt](mailto:koci@danskebank.lt)