**Introduction**

Modeled after the standard game of yahtzee. The program will catch invalid user inputs and disallow them from choosing the same category for points more than once. At the end their high score will be saved and they will be able to view the highest score recorded.

**Rules of the game**

The player will be presented with a roll of 5 dice, they will have the option to re-roll each dice up to three times to match their dice to an optimal combination to get the most points possible. Round ends after 13 rolls.

Ones: Get as many ones as possible by re-rolling. Points are the sum of all ones.

Twos: Get as many twos as possible by re-rolling. Points are the sum of all twos.

Threes: Get as many threes as possible by re-rolling. Points are the sum of all threes.

Fours: Get as many fours as possible by re-rolling. Points are the sum of all fours.

Fives: Get as many fives as possible by re-rolling. Points are the sum of all fives.

Sixes: Get as many sixes as possible by re-rolling. Points are the sum of all sixes.

Three of a kind: Get three dice with the same number. Points are the sum all dice.

Four of a kind: Get four dice with the same number. Points are the sum all dice.

Full house: Get three of a kind and a pair. 25 points if valid.

Small straight: Get four sequential dice. 30 points if valid.

Large straight: Get five sequential dice. 40 points if valid.

Chance: You can put any roll into chance. Points are the sum all dice.

YAHTZEE: Get all dice with the same number. 50 points if valid.