Number of players: 2 – 4

Number of dice: 1 – 2

Size of dice: 6 – 20

Winning score: ((sizeOfDice \* numberOfDice) \* 1.5) – 250

* Example: ((6 \* 2) \* 1,5) = 18
* The players would be able to select a winning score for a game with 2, 6 sided dice in the range of 18 – 250

Lose a turn roll: 1 – Size of dice

This version of pig is a game that involves 2 – 4 players rolling 1 or 2 dice of a chosen size until a chosen maximum score is achieved by one player. The players are able to roll the dice as many times as they wish during their turn with each roll added to their score for that given turn. If at any point a player rolls the chosen lose-a-turn roll – sometimes called the skunk – their turn ends, and any points accumulated during that turn are lost and the turn of the next player in line begins. This cycle is repeated until the chosen winning score is achieved by one player.

The gameplay cycle starts with the players entering their chosen game values in the format outlined at the top of this documentation. After the values are entered, they players enter their names, and the gameplay begins. Player 1 then rolls a dice as many times as they chose do so by entering ‘y’ or “yes” at the end of a roll, or any other characters to end their turn and move onto the next player. When a player is finished rolling, or loses their turn by rolling their chosen lose-a-turn value, the scores are updated and displayed, and the next player’s turn begins. The first player to achieve their chosen winning score, wins the game, and a notification appears to display the winners name and their score. After a winner is achieved, the program terminates and can be re-run to play again.