# Title

## Task Outline

## Street craps gambling game

## Plan

### Classes used

| Name | What used for |
| --- | --- |
| Dice Support | Rolls a dice and returns number |
| Game Driver | Controls the objects |
| Player Support | The different betters |
| Shooter Support | Rolls the dice and sets the point |

### Dice Support

### Fields

| Name | Access | Type | What used for |
| --- | --- | --- | --- |
| Roll | Private | Int |  |
|  |  |  |  |

### Constructors

| Name | Access | Information supplied to the constructor |
| --- | --- | --- |
|  |  |  |
|  |  |  |

### Player Support

### Fields

| Name | Access | Type | What used for |
| --- | --- | --- | --- |
|  |  |  |  |
|  |  |  |  |

### Constructors

| Name | Access | Information supplied to the constructor |
| --- | --- | --- |
|  |  |  |
|  |  |  |

### Shooter Support

### Fields

| Name | Access | Type | What used for |
| --- | --- | --- | --- |
|  |  |  |  |
|  |  |  |  |

### Constructors

| Name | Access | Information supplied to the constructor |
| --- | --- | --- |
|  |  |  |
|  |  |  |

### Game Driver

### Fields

| Name | Access | Type | What used for |
| --- | --- | --- | --- |
|  |  |  |  |
|  |  |  |  |

### Constructors

| Name | Access | Information supplied to the constructor |
| --- | --- | --- |
|  |  |  |
|  |  |  |

### Methods

| Name | Access | Information supplied to the method | Information returned from the method | Brief description |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |
|  |  |  |  |  |

### Procedural Structure

Description of the procedural structure goes here

Write in pseudocode!

## Testing

| Input | Expected outcome | Check |
| --- | --- | --- |
|  |  |  |