# 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 | Storing the dice roll num |
| DICENUM | Private | Int FINAL | Number of dice to roll |
| diceTotal | Private | Int | Sums the rolls and returns |

### Methods

| Name | Access | Information supplied to the constructor |
| --- | --- | --- |
| rollDice | Private | Returns a number from 1 - 6 |
| getResult | Public | Calculates the dice results and returns |

### Player Support

### Fields

| Name | Access | Type | What used for |
| --- | --- | --- | --- |
| direction | Private | Boolean | For/Against |

### Methods

| Name | Access | Purpose |
| --- | --- | --- |
| setDirection | Private | Chooses either for against shooter |
| getDirection | Public | Returns the players direction |

### Game Driver

### Fields

| Name | Access | Type | What used for |
| --- | --- | --- | --- |
| playerCount | Private | Int | Stores player amt |
| roundCount | Private | Int | Stores round amt |

### Constructors

| Name | Access | Purpose |
| --- | --- | --- |
| gameDriver | Private | Sets up the variables |

### Procedural Structure

Description of the procedural structure goes here

Write in pseudocode!

## Testing

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