* Play a multi-player game of Space Race
  + *Step 1*: Start a new game
    - Display GUI
    - Ask how many players there are
    - Get player names
    - Set up scorecards
  + *Step 2*: Roll a hand
    - Roll all dice
    - Determine if re-rolls are available
    - Ask user what dice to keep
    - Reroll the dice not kept
    - Determine how to proceed
      * Determine if all dice have been kept
      * Determine if all the rolls have been used
  + *Step 3*: Score a hand in build phase
    - Determine what the user can build
    - Prompt the user to build what they can
    - Record what they choose to the scorecard
    - Calculate how far they can fly into space
  + *Step 4*: Display a build phase scorecard
    - Show the user what they’ve built
    - Display the distance they can fly
  + *Step 5*: Playing during space phase
    - Prompt user to choose how fast to proceed
    - Determine what the user chose and respond accordingly
  + *Step 6:* Finish a game
    - Determine if all players have played all turns through space
    - Determine who flew the furthest
    - Display the overall winner
    - Record the high score to a file
    - Ask the user if they’d like to play again
    - Play again if applicable