Play a multi-player game of Space Race

Start a new game

Display GUI

Ask how many players there are

Get player names

Prompt user to change configuration

Save configuration if there are any changes

Set up scorecards

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

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

Display a scorecard

Show the user what they’ve built

Display an ambiguous distance they can fly

Playing during space phase

Prompt user to choose how fast to proceed

Determine what the user chose and respond accordingly

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