
CMSC 201 Fall 2016

GRS Exercise – Week 5 – Dice Game Coding

Dice Game Instructions:

This game was explained by the TA in Guided Review. The rules are as follows:

1. You have to play until you win.
2. Start by guessing how many dice it will take to reach 20 to 25 points (inclusive – so 20, 21, 22, 23, 24, and 25 are winning totals).
3. Roll each die one by one, and keep tally on a piece of paper.
4. Even if you reach a winning total, if there are dice left, you must roll the remaining dice. Even if this causes you to lose.

Dice Game Coding:

Students were then instructed to come up with the code to represent this game; there was no worksheet provided.

You can use pseudocode, a flowchart, or actual code (paper or computer). You might also try sketching out the solution in pseudocode or a flowchart before starting to code.

This is a difficult exercise, so it might help to work with a partner or two. It may also help to use real dice, or an online dice roller (<https://www.random.org/dice/>) to get a better feel for the game.