
Dice Design Doc

To help you create the design doc for CoinStrip, here is a sample design doc for a Die class from a generic board game that uses dice. Note that there is no actual code in this document. Design docs generally contain pseudocode and comments only. (NB: The word “die” is singular for “dice.”)

class Die

This class is designed to represent one die in a generic dice game. A die will be represented as an array of 6 characters, with one character corresponding to each side of the die. The Die keeps track of which face is currently showing on top and can also be "rolled" to randomly pick a new configuration.

Instance Variables:

char sides[]: an array to store the characters for each side
int top: the side currently showing on top

Constructors:

public Die(String letters)
The letters parameter must be a string of six characters.
Initializes the sides array to contain those letters.

Methods:

public char top()
Returns the character currently on top of the die.

public void roll()
Randomly select a new number in the range 0..5 and store the associated face in top.