

Boggle Design Doc

To help you create the design doc for CoinStrip, here is a sample design doc for the Dice object in the Boggle game that we looked at in class. Note that there is no actual code in this document. Design docs generally contain pseudocode and comments only.

class Dice

This class is designed to represent one dice in a boggle game. The dice will be represented as an array of 6 characters, with one character corresponding to each side of the dice. The Dice keeps track of which letter 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 letters on each side
int top: the side currently showing on top

Constructors:

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

Methods:

public char top()
Returns the letter currently on top of the dice.

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