# Ship Captain and Crew

The object of the game is to roll a six (the "ship"), a five ("captain"), and a four ("crew") with three dice, and get the highest score with the other two dice ("the ship's cargo"). Each player has only three rolls They are allowed to pick favourable (that is 6, 5 or 4) dice out of each turn and keep those intact for the remaining throws, After their third throw they score their turn. If they have a crewed ship then they score the "cargo" - the total of the other two dice. If they do not have a crewed ship, they score nothing.

The winner is the player at the end of a round who has the highest score.

**To implement the game at its simplest you will need to:**

Generate 5 random numbers between 1 and 6 inclusive to emulate the dice roll

Identify whether a 6 and 5 and 4 have been rolled.

Add together the values of the two remaining numbers

Output the value of the Roll

**An improved version of the game will also need to:**

Throw three times

Save favourable dice

Allow the players to play again or quit.

**A final version of the game would:**

Allow players to join the game

Keep track of their individual scores

Correctly identify the wiinner