def authorisation():

x = 0

while x == 0:

player\_name = input(“Enter your name”)

if player\_name == “Ammar” or “Bob” or “Kevin” or “James” or “Lebron” or “Steve”:

print(“You are authorised to play”)

return player\_name

x = x + 1

elseif:

print(“You are not authorised to play”)

p1\_name = authorisation()

p2\_name = authorisation()

p1\_score = 0

p2\_score = 0

def roll\_a\_dice():

dice\_roll = random (1,6)

print(“You rolled”,dice\_roll)

return dice\_roll

for i in range (5):

print(“Its player one’s turn)

dice\_roll\_one = roll\_a\_dice ()

dice\_roll\_two = roll\_a\_dice()

points = dice\_roll\_one + dice\_roll\_two

if dice\_roll\_one == dice\_roll\_two:

dice\_ roll\_three = roll\_a\_dice()

points = points + dice\_roll\_three

if points even:

points = points + 10

elseif points odd:

points = points – 5

if points < 0:

points = 0

p1\_score = p1\_score + points

print(“Its player two’s turn)

dice\_roll\_one = roll\_a\_dice ()

dice\_roll\_two = roll\_a\_dice()

points = dice\_roll\_one + dice\_roll\_two

if dice\_roll\_one == dice\_roll\_two:

dice\_ roll\_three = roll\_a\_dice()

points = points + dice\_roll\_three

if points even:

points = points + 10

elseif points odd:

points = points – 5

if points < 0:

points = 0

p2\_score = p2\_score + points

while p1\_score == p2\_score:

tie\_breaker\_one = roll\_a\_dice()

tie\_breaker\_two = roll\_a\_dice()

p1\_score = p1\_score + tie\_breaker\_one

p2\_score = p2\_score + tie\_breaker\_two

if p1\_score < p2\_score:

print(p1\_ name,”wins”)

if p2\_score < p2\_score:

print(p2\_ name,”wins”)