Katarina is developing a two-player dice game. The players roll two 6-sided dice each and get points depending on what they roll. There are 5 rounds in a game.

In each round, each player rolls the two dice.

The rules are:

- The points rolled on each player's dice are added to their score. • If the total is an even number, an additional 10 points are added to their score.
- If the total is an odd number, 5 points are subtracted from their score.
- If they roll a double, they get to roll one extra die and get the number of points rolled added to their score.
- The score of a player cannot go below 0 at any point.
- The person with the highest score at the end of the 5 rounds wins.
- If both players have the same score at the end of the 5 rounds, they each roll 1 die and whoever gets the highest score wins (this repeats until someone wins).

Develop a program that:

Allows two players to enter their details i.e. their name.

Allows each player to roll two 6-sided dice.

Calculates and outputs the points for each round and each player's total score.

Allows the players to play 5 rounds.

If both players have the same score after 5 rounds, allows each player to roll 1 die each until someone wins.

Outputs who has won at the end of the 5 rounds.

Stores the winner's score, and their name, in an external file.

Displays the score and player name of the top 5 winning scores from the external file.