



Website Building: Weekend Assignment

Vanilla JS - Dice Roll

The following exercise contains the following subjects:

- Everything we have learned

Instructions

We are going to create a fun dice game.

Get the starter images from [here](#)

Here is a small [demo](#)

Rules

The game has 2 players, playing in rounds.

In each turn, a player rolls 2 dice as many times as he wishes.

Each result will get added to his round's score.

But if the player rolls a double six all his round's score gets lost.

After that, it's the next player's turn.

A player can choose to 'Hold', which means that his round's score gets added to his global score.

After that, it's the next player's turn.

The first player to pass predefined score points loose.

The first player to reach predefined score exactly wins.

Add an input field where players can set the winning score to change the predefined score up to 100.

Players can create a new game whenever they want to.

Extra:

1. Add how many times the player has won the game
2. Add local storage so our data will be persistent.
3. Add an AI to compete against
4. if you get 6 and 6 hold your event listeners for 1 second and display a message that you got 6 and 6.
Can be a funny gif or anything you can think of.
5. Add background music and sound effects.
6. Any other additions are welcome. Go crazy!

Yalla Balagan!