

# Coding Challenge 2

## Objective

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Make a dice rolling game. The screen should display:

- 3 dice
- A button that says "Roll!"
- A button that says "End Round"
- A label with the user's score
- **Optional** A label for High Score (see Bonus)

## Rules:

1. Tapping (or clicking) the Roll button should randomly change the Dice that are not locked down. *(yeah, I said Dice and not Die for a single Dice...)*
2. After the first roll a user can tap a dice to lock the face value.
3. After the first round, the **End Round** button will be displayed by the Roll button
4. Tapping the **End Round** button will add the face value of all dice matching the locked dice.
5. If the user rolls a 3 then their score for that round will be 0. Their total score will start over at 0 as well. A new round will start.

## Example

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User opens the app. All the dice start at 1. The user can not lock down any dice until they tap **Roll!**. They Tap **Roll!** and the dice are randomly changed to the values 2, 5, 6. The user locks down the 6 dice and rolls again. The dice that were 2, and 5 are randomly changed to 1 and 6. The user locks down the 6 dice and taps **End Round**.

Because there were two matching dice locked down, their total value (6+6) are added to the user's score of 0. The dice all start back at 1 and the **End Round** button is hidden. The user taps **Roll!** and the dice randomly change to 5, 6, and 6. The user locks down the two 6 dice and taps **Roll!** again. The dice with the value of 5 is randomly changed to 3. Rolling a 3 ends the game, resetting the user's score back to 0. The dice are set back to 1 and the **End Round** button is hidden.

## Bonus

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## **Bonus 1**

Keep track of the user's high score and display it on the screen as well

## **Bonus 2**

Add the ability to share the high score on social media