JavaScript Dice Game Battle Royale User Stories

**Out of 60 points**

Rules of the game: 10 players roll dice multiple in a X-round game. In the first three rounds, the lowest two players each round are removed from the game (4 left). In rounds 4 and 5, the lowest player is removed from the game (2 left). In the 6th and final round, a shootout occurs between the final two players.

\*Set of Dice: 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, 20-sided

\*Dice Shootout rules: Each player rolls a d20 four times, recording each result, and then rolls a d4 to determine which of the four d20 results they get to use. The higher result is the winner of the Battle Royal. In the event of a tie, repeat this process.

**User stories:**

**(5 points):**As a developer, I want to make good, consistent commits.

**(5 points):**As a player, I want 10 total players to be present at the beginning of the game.

**(5 points):**As a player, I want the game to last a total of 6 rounds.

**(5 points):**As a player, I want to roll a Set of Dice\* (see above) and total up each die for a “round score” each round.

**(10 points):**As a player, I want the two players with the lowest “round score” to be eliminated at the end of Rounds 1, 2, and 3.

**(5 points):**As a player, I want the single player with the lowest “round score” to be eliminated at the end of Rounds 4 and 5.

**(10 points):**As a player, I want a Dice Shootout\* (see above) to occur at the end of Round 6 to determine the winner between the last two players.

**(5 points):**As a player, I want to see the current round and the remaining players displayed on a webpage.

**(5 points):**As a player, I want to click a button on a webpage to start the next round.

**(5 points):**As a developer, I want the webpage of the game to be visually appealing (HTML, CSS, Bootstrap, etc).