Dice BlackJack Game

This program will have the user roll dices against a computer to see who has the highest number at the very end. The user will be given as many tries to either score a higher number than the computer or reach 21.

Generate a variable for user total score counter

Generate a variable for game over

Generate an array for dice slots

Generate a variable for computer total

While game over is false

Display roll dice button

If total score is less than 21

Call roll dice function

Add dice number to dice slots array

Increase user total score counter

Else if total score is 21

Set game over to true

Else if total score is greater than 21

Generate a string to store user’s score as bust

Set game over to true

Display keep dices button

Set game over to true

Display game dices

Roll dice function

Call random number generator function

Dice generator function

Read array for dice slots and add one to the DOM and to the array

If random number is equal 1

Show dice face of 1

Else if random number is equal 2

Show dice face of 2

Else If random number is equal 3

Show dice face of 3

Else If random number is equal 4

Show dice face of 4

Else If random number is equal 5

Show dice face of 5

Else If random number is equal 6

Show dice face of 6

Computer Total function

Call Random Number Generator function and store into computer total

If computer number scores above 21

Generate a string to store computer’s score as bust

Random Number Generator function

Use Math methods to generate random number between 1 to 6

If game over equals true

Call Computer Total function and store result into computer total

Display and compare user and computer total score results