Summary + Rules

First ask for the number of players.
Make sure its a valid number
Ask for a number of seed
Make sure its a valid number
Make a loop that will not break unless there's only one player left with a non-zero life
Print out what round we are in
Iterate through the players
Each player rolls two dice
If the player rolled two 6, add a life to the right and left
Print out which characters gained a life
Else
Print out what they rolled
Check which character has the lowest lifes
Increment the round
New loop that will check for min lives
Print out who has the min lives and say they have to drink the garlic
Print out how many lives they had

Design Ideas

1.) Ask for number of players and make sure it's correct
    a.) Lives = {3,3,3,3,3,3,3,3,3,3}
    b.) Main function ()
        i.) Players = int(input("Number of players: "))
            (1) If players < 2 or players > 10:
                (a) print("Invalid number of players.")
            (2) Else:
                (a) Seeds = int(input("Number of seeds"))
                (b) If seeds < 0 or seed > s^32 -1:
                    (i) print("Invalid number of seeds.")
            (3) While lives != 0:
                (a) For i in names:
                (b) Increment the number of round
                (c) Print out the round number
                (d) If live[i] != 0, roll both of the dice
                (e) Print out what they rolled
                (f) Check which player has the lowest roll
                (g) Whoever has the lowest roll, subtract a life
                (h) Print out the loser
                (i) Print out their lives
                (j) If someone rolls two 6, call the right and left function
                (k) Print out which characters got an extra life
                    (i) i+= 1
                        1. print("Round", i)

2. If lives[i] != 0:
    a. rolls()
    b. Print (names[i], rolls[1])

c.) Roll function ()
    i.) srand(Seeds)
    ii.) Return rand() % 6
d.) Min function()
    i.) min = 0
    ii.) Minimum[1] = [0]
    iii.) While i <n
        (1) I += 1
        (2) If lives[i] < minimum
        (3) Minimum = lives[i]
        (4)

Pseudocode

== comments

```
#Ask for a valid user input and seed number
user_input = int(input("Number of players:"))
seed= int(input("Random seed:"))
#number of rounds
rounds = 0

#array of players
players= [" Alec ", " Bree ", " Carmen ", " Demetri ", " Edward ",
" Felix ", " Garrett ", " Heidi ", " Irina ", " Jane "]
#array of lives
lives= [3,3,3,3,3,3,3,3,3,3]


#function to check user_input
Def user (user_input):
      if type(user_input) == str:
            print("Invalid number of players.")
      else:
      if user_input >= 2 and user_input <= 10:
            print("Number of players:", user_input)
      else:
            print("Invalid number of players.")
user()
Def Seeds(seed):
#checks the type of "seed" input and makes sure it's in the correct bound
```

```
if type(seed) == str:
 print("Invalid random seed.")
else:
 if seed >= 0 and seed <= 2147483648:
   print("Random seed:", seed)
 else:
   print("Invalid random seed.")
Seeds()

Def Rolling(seeds, players, lives);
while rounds <= seed:
  dice1= 0
  dice2 = 0
  dice_num = 0
  Rounds = 0
  for i in players:
    print("Rounds", rounds)
    print(players)
    rounds +=1
    for j in lives:
      if j != 0:
        dice1 = random.randint(1, 6)
        dice2 = random.randint(1, 6)
        dice_num = dice1 + dice2
        min.append(dice_num)
        if dice1 == 6 and dice2 ==6:
        lives[[players[i+1]+1]]
        lives[[players[i-1]+1]]
          j += 1
      else:
        j  = j -1
```

Updates I made to my design while I coded

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