Python Programming

Description of the problem:

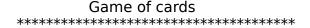
Write a simple graphical game program called "**Dice Game**". This program must be a menu-driven program. Each die has six different numbers. The six numbers are: **1 to 6.** This game consists of two dice.

In this game, the maximum bet amount is **\$500**, and the minimum bet amount is **\$2**. The amount of the winning prize is directly proportional to the number of matched dice during each game session.

Rules for this game:

- Initial cash for this game is specified by player.
- Maximum bet for each game is \$500.
- Minimum bet for each game is \$2.
- Two dice are used per game.
- Player can place his or her bet amount for each game.
- □ The winning prize is based on how many matched dice have been found:
 - If one matched die has been found, then the prize is 2x.
 - If two matched dice have been found, then the prize is 6x.
 - If no matched die has been found, then the player loses his or her bet for this game-session.

Example of a menu could look like the following:



- 0. Help (display rules for this game)
- 1. Enter the total amount of money that you bring into the casino for playing.
- 2. Roll the dice and then place your bet here. (Max. is \$200, Min. is \$5)
- 3. Generate the random numbers for the two dice.
- 4. Display your gambling results:
 - current cash on hand.
 - number of winnings.
 - total number of games played so far.
- 9. Quit.