

Dice Game

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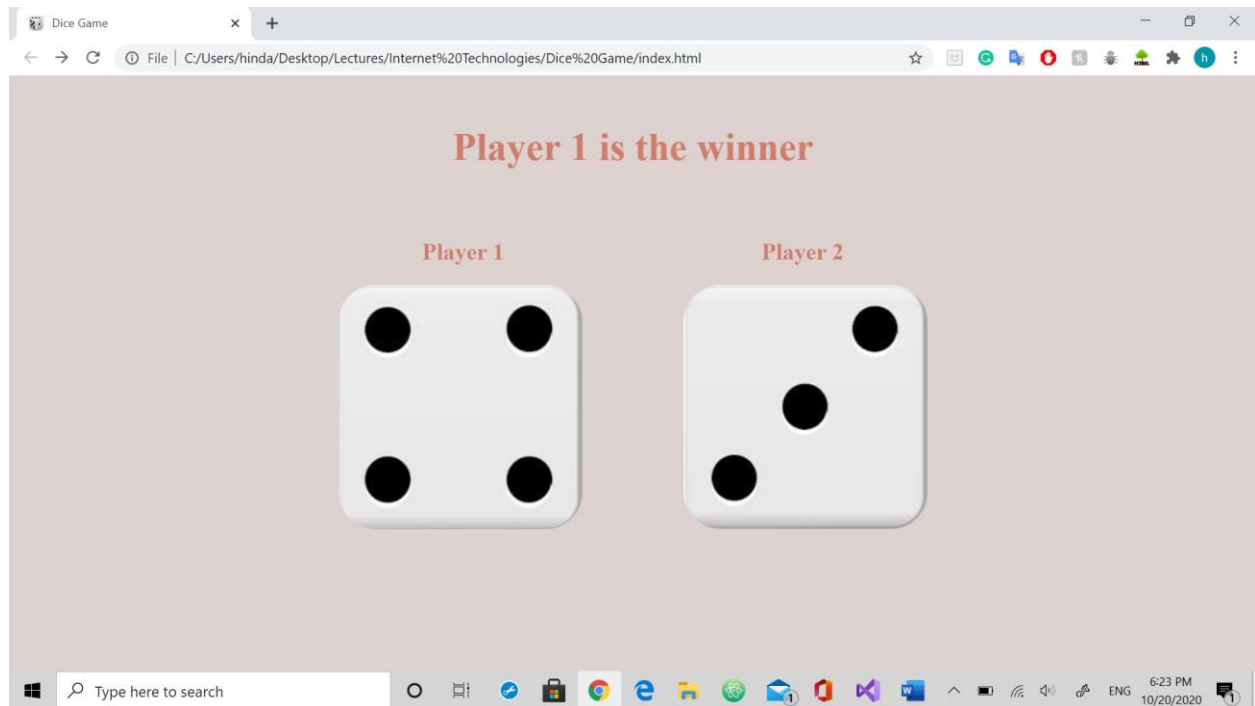
Create a random dice, that when you refresh the page, it produces 2 random dice and declares the winner. A sound should be played after declaring the winner.

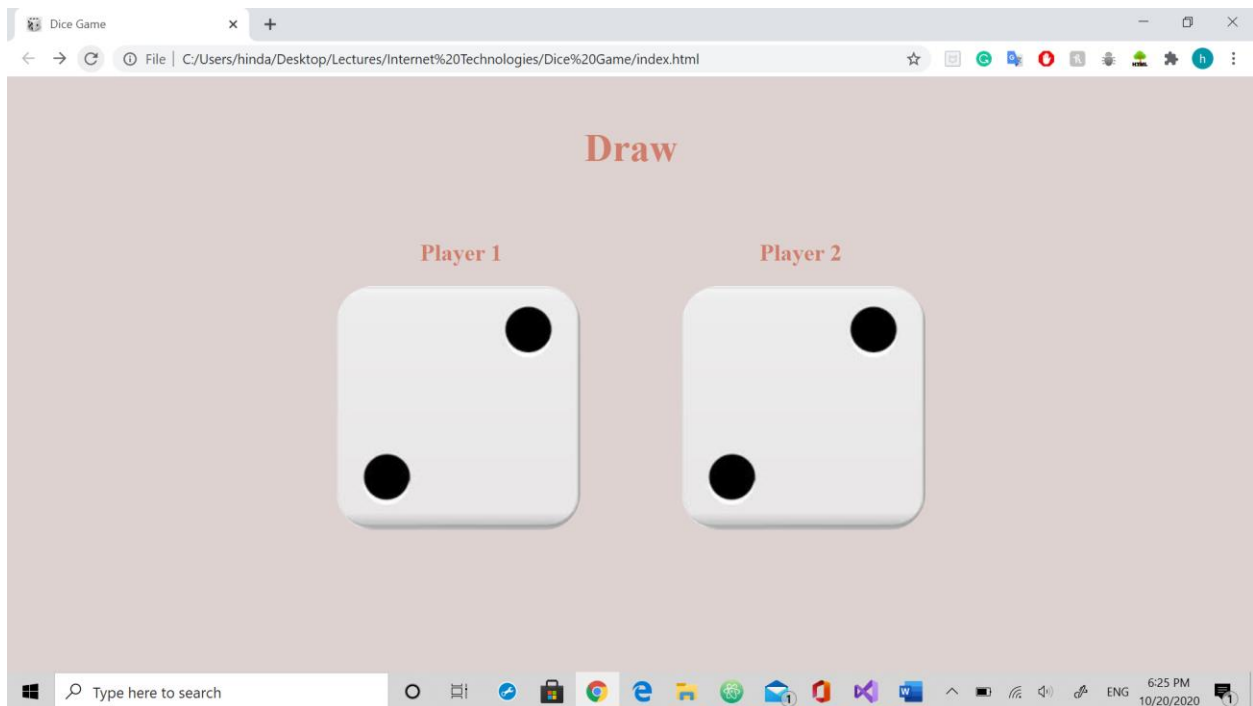
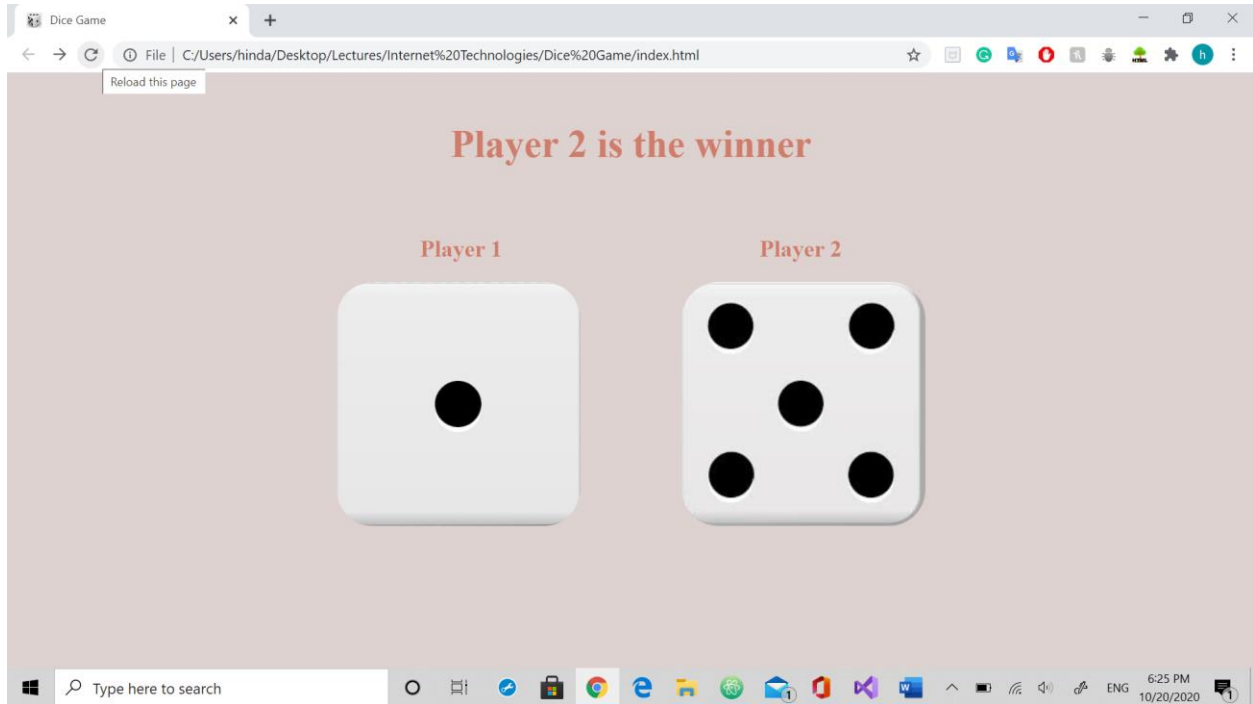
Hints

You will need to use

- `setAttribute`
- `Math.random()`
- `document.querySelector()`
- You will also need 6 images for the dice. And you need a Script file.

Screenshots of some of my results





HTML Code

```
1. <!DOCTYPE html>
2. <html>
3.
4. <head>
5.   <title>Dice Game</title>
6.   <link rel="icon" href="./images/icon.jpg">
7.   <link rel="stylesheet" href="style.css">
8.   <script src="index.js"></script>
9. </head>
10.
11. <body>
12.   <audio src="sounds/sound.mp3" id="my_audio"></audio>
13.   <h1></h1>
14.   <div>
15.     <h2 class="player1">Player 1</h2>
16.     <h2 class="player2">Player 2</h2>
17.   </div>
18.   <div>
19.     
20.     
21.   </div>
22. </body>
23.
24. </html>
```

CSS Code

```
1. body {
2.   margin: auto;
3.   text-align: center;
4.   background: #DED2D0;
5. }
6.
7. h1 {
8.   font-size: 40px;
9.   margin: 50px auto;
10.  color: #D17D6B;
11. }
12.
13. .player1 {
14.   color: #D17D6B;
15.   display: inline-block;
16.   margin-right: 130px;
17. }
18.
19. .player2 {
20.   color: #D17D6B;
21.   display: inline-block;
22.   margin-left: 130px;
23. }
24.
25. .image1 {
26.   display: inline-block;
27.   margin-right: 50px;
28. }
29.
30. .image2 {
31.   display: inline-block;
32.   margin-left: 50px;
33. }
34.
35. img {
36.   width: 250px;
37.   height: 250px;
38.   border-radius: 15%;
39. }
```

JavaScript Code

```
1. function playGameDice() {
2.     var randomNumber1 = Math.floor(Math.random() * 6) + 1;
3.     var randomImage1 = "images/" + randomNumber1 + ".jpg";
4.
5.     var randomNumber2 = Math.floor(Math.random() * 6) + 1;
6.     var randomImage2 = "images/" + randomNumber2 + ".jpg";
7.
8.     var img1 = document.querySelector("#image1");
9.     img1.setAttribute("src", randomImage1);
10.
11.    var img2 = document.querySelector("#image2");
12.    img2.setAttribute("src", randomImage2);
13.
14.    if (randomNumber1 > randomNumber2) {
15.        document.querySelector("h1").innerHTML = "Player 1 is the winner";
16.    } else if (randomNumber1 < randomNumber2) {
17.        document.querySelector("h1").innerHTML = "Player 2 is the winner";
18.    } else {
19.        document.querySelector("h1").innerHTML = "Draw";
20.    }
21. }
22.
23. function playSound() {
24.     document.getElementById("my_audio").play();
25. }
26. window.onload = function() {
27.     playSound();
28.     playGameDice();
29. };
```