Dice GAME SOURCECODE

```
#This programm for the playing dice game
#import random module
#import numpy module
import random
import numpy as np

#Constants for the minimum and maximum random numbers
MAX = 6
MIN = 2
k = 1
again_dice = 0 #creat a variable to control the loop
#create def function
def main():
    dice_welcome()
    dice_rules()

    #calculate play again and Exit
    play_dice = True
    while play_dice:

        get_score ()

        again_dice: str = input('Do you want to play again? (y/n) :')
        #if the user wants to do another one
        if again_dice == 'n':
            print('good bye')
            play_dice= False
#create dice dice processing function
def get_score():

    players= int(input('how many players are there(1..4)  :'))
```

```
    array = np.arange(players) #create numpy array type


    for r in range(5): #create for loop each player playing five rounds
        print('round ', str(k + r))
        # creat while loop genarate players
        i = 1
        while i <= players:
            dice_val = 0 #intitialize variable
            # print(input('Enter player '))
            dice_val = random.randint(MIN, MAX) #genarate random values assigned to
'dice_val' variable
            array[i - 1] = array[i - 1] + dice_val #'dice_val' variable values add array elements
            print('Rolling dice for player', i, ':', (dice_val))#print player roll dice values
            i = i + 1
    #find winner
    winner = 0 # intitialize variable
    for x in array:
        if x > winner:
            winner = x



    print(array) #Each player got score
    print(winner)
    result = np.where(array == winner) #
    a = result[0].astype(int) #
    print(a + 1)
    print("The winner is player", a + 1)


#print dice game login
def dice_welcome():
    print('#################WELCOME################# \n\t'
          '       NASTY DICE GAME!              ')
#print dice game ruls
```

```
def dice_rules():
    print('* Each player rolls five dice ')
    print('* Each player get sum  ')
    print('  highs score win')
    print('* player wants to play again or ')
    print('  Exist game put it (y/n)')


main()
```

Dice Game Output

```
= RESTART: C:\Users\USER\Desktop\New folder\K.D Isuru Sankhajith-Student ID-AA107211CC,ID-980912434V.py
##################WELCOME#################
                NASTY DICE GAME!
* Each player rolls five dice
* Each player get sum
  highs score win
* player wants to play again or
  Exist game put it (y/n)
how many players are there(1..4)  :4
round  1
Rolling dice for player 1 : 4
Rolling dice for player 2 : 2
Rolling dice for player 3 : 3
Rolling dice for player 4 : 3
round  2
Rolling dice for player 1 : 6
Rolling dice for player 2 : 2
Rolling dice for player 3 : 4
Rolling dice for player 4 : 4
round  3
Rolling dice for player 1 : 6
```

Rolling dice for player 2 : 3

Rolling dice for player 3 : 6

Rolling dice for player 4 : 2

round 4

Rolling dice for player 1 : 2

Rolling dice for player 2 : 6

Rolling dice for player 3 : 2

Rolling dice for player 4 : 4

round 5

Rolling dice for player 1 : 6

Rolling dice for player 2 : 4

Rolling dice for player 3 : 4

Rolling dice for player 4 : 5

[24 18 21 21]

24

[1]

The winner is player [1]

Do you want to play again? (y/n) :n

good bye

>>>

Dice Game Psudocode

Import random module

Import numpy module

Create ‘max’ variable is 6

Create ‘min’ variable is 2

Create ‘k’ variable is 1

Create ‘again’ variable control to the loop

Create define ‘main’ function:

    Display ‘dice_welcome’

    Display ‘dice_rule’

Play_ dice is true

Create while loop play_dice:

Display get_score

Input str “Do you want to play again” assing again_dice variable

If again_sice eqval to ‘n’

Print ‘good bye’

Play dice eqval to ‘False’

Create define get_score function:

Players input ‘How many players are there(1…4)

Create array np.arrange assing players variables value

for loop range (5):

print ‘round’ conver str k +r

I variable assing to one

While less than equall to player

Genater random numbers min between max assing dice val

Arraty [I -1 eqval array[I - 1] plus dice val

Print (‘Rolling dice for player , i,’:’,(dice_val))

I equal I plus one

Intitialize wiiner variable assing = 0

For x in array:

If condition x in array:

If x greterthan eqval winner :

Winner assing x

Print (array)

Prin (winner)

Result = np. Where (array eqval to winner)

a= result[0]. Astype(int)

Print a plus 1

Print(‘the winner is player a+1)

Create define function dice_welcome

Print (####################WELCOME################## \nt

Nasty dias game)

Crete define function dice_rules():

Input (‘Enter’) assing Enter

Input (‘Dice game rules’) assing rules

Print ‘Each player roll five dice ’

Print ‘Each player get sum ’

Print ‘high score winner win’

Print’ player wants to play again or ’

Print ‘Exit game put it (y/n)’

End ‘Main()’