**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()’