

War Dice Game User Stories

Goal: Build an application that simulates a 2-player “War” game. Every round, two dice rolls will be compared and whichever is higher wins the round. First player to 3 points wins the game. Be sure to reference your slideshows as you work on this project!

Technologies: C# Variables, Data Types, Methods, Flow Control (Conditionals, Comparisons), Loops, Visual Studio

User Stories:

As a developer, I want to fully read all user stories and comments in the starter code so I understand the scope of the project before starting to code.

As a developer, I want to complete the `ChooseNumberOfSides()` method. It should prompt the user to enter a number through the console and **return** the result.

As a developer, I want to complete the `CompareRolls()` **void** method which will accept two int parameters: one for each player's roll. I want this `CompareRolls()` method to increase the score variable of whoever has a higher roll and display the winner of the round in the console.

As a developer, I want to complete the `DisplayWinner()` **void** method which will display who won the game in the console after the game is complete.

As a developer, I want my `RunGame()` method to call my other methods in a logical order that will determine my game flow.

As a developer, I want to use a **loop** inside my `RunGame()` method which will terminate only when a player's score reaches 3.