# **Dice Game**

In this assignment you are going to create a program which simulates the rolling of six dice. Your program should roll the dice continuously until all six dice show the same value. The output of the winning roll should be displayed, along with the number of rolls it took to achieve six identical dice rolls.

You can use your own skills to run your executed program within the command prompt or inside a window. It is important that you document your project including the planning of your program (including the algorithm used) and keeping an error log.

**Assessment Criteria**

Your final project has to be coded in the Java language and will have to compile/execute without any errors. *Your code should be written in an IDE (for example, Eclipse), where testing will be performed.* Marks will be given for correct layout, creativity, commenting, and on your written code. **Your code must be original.**

Additional requirements:

* Use of the pre-defined *Random* class
* Use of a selection statement (choices eg. *‘if-statements’*)
* Use of a control structure (eg. *while* or *for* loops)

Marks will be awarded for clearly laid out code and correct understanding of the method you use. Your executed code must mirror the operation of the dice game explained above. Marks will be given for creativity and skilful use of code as well as for your method of delivery.

The program must include well thought out visual layout, carefully designed program code, correct use of naming conventions and rules. Marks will be lost if code is not written to correct standards, or if your code is not accompanied by an additional *design document* which details the process behind your assignment and how you are going to implement/create the code, an *error log* including the errors/bugs you encounter while coding, and *screenshots* showing your both proper testing and your working program.

You should also submit a single word document containing your design document, error log, and testing screenshots.