# Week 2 Challenge: Magic Dice

## Situation:

The context of this challenge was to design an interactive web-based application in which the user could enter their details and roll a dice and each roll would be summed up to their score until they roll a 6.

## Task:

The task required the dice game to be coded in JavaScript, HTML & CSS. HTML is used to create the structure of the webpage, CSS to style the webpage and JavaScript to create the user interaction.

The key features of the game:

* Presenting player with the choice to enter name and then display it
* Presents the player with a dice and a roll button
* When the roll button is hit, the dice rolls and the value it returns is
* added to a counter
* For as long as the player hasn’t rolled a 6, they continue rolling
* If the player rolls a 6, it’s game over - and it should ask them to play again
* A bonus option of having a feature that keeps track of the number of rolls used in each session and create a high-score table.

## Action:

**Plan:**

Step 1: Using a flow diagram, I designed the basic logic of how the game will behave, from the user entering his username to the game over screen.

Diagram

Description automatically generated