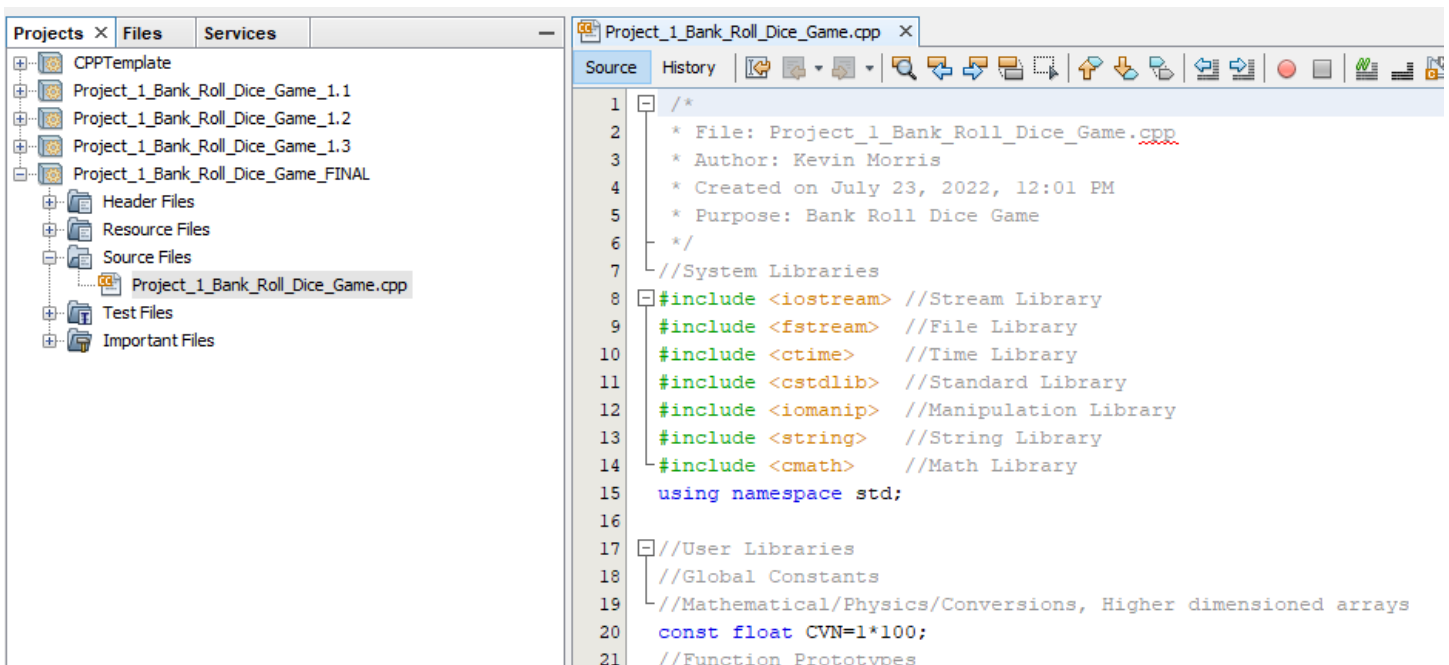My project name is called, "Bank Roll Dice Game." It is a very simple game involving one six sided die. The object is to roll any number greater than 1. However, if you or the bank rolls a 1, then either one of you lose a turn. Each roll, is multiplied by $100.00. For instance, if you roll a 3, your value is then converted to $300.00. Your cash is then stored in a temporary account. You can only bank your cash by rolling again. Keep in mind, that your temporary cash amount is worthless until banked, that means you will need to roll at least twice to bank the cash.

You can choose to roll as many time as you want, but keep in mind, that every time you roll the bank automatically rolls along with you. If you choose not to roll, then you cash amount will not grow, but the bank continues to roll, and keeps growing its account. The goal, is to be the first to reach $1200.00, if you can beat the bank to this value, then you win the game. However, if the bank beats you to it then the bank wins.

Although, this was a very simple game. It took me quite a long time to develop and work out the bugs. I used the constraints of the check list to bring it all together. Indeed, it took three attempts to make the game flow correctly. Hope you enjoy this game.

My final draft is the coded file: Project_1_Bank_Roll_Dice_Game_Final