This document represents the design diagram of the Rolling dice game with python.

players_list = []	all_details = []	score_list = []

For y in range (3)

payer_list. append (input(name))

score = **def_dice_simulation ()**

score_list. append(score)

End for

all_detail. append ([name, score])

From score_list get maximum score =

sorted(list(set(score_list))) [2]

For player, score in sorted(all_detail)

If score == max_score → Winner = Print(player)
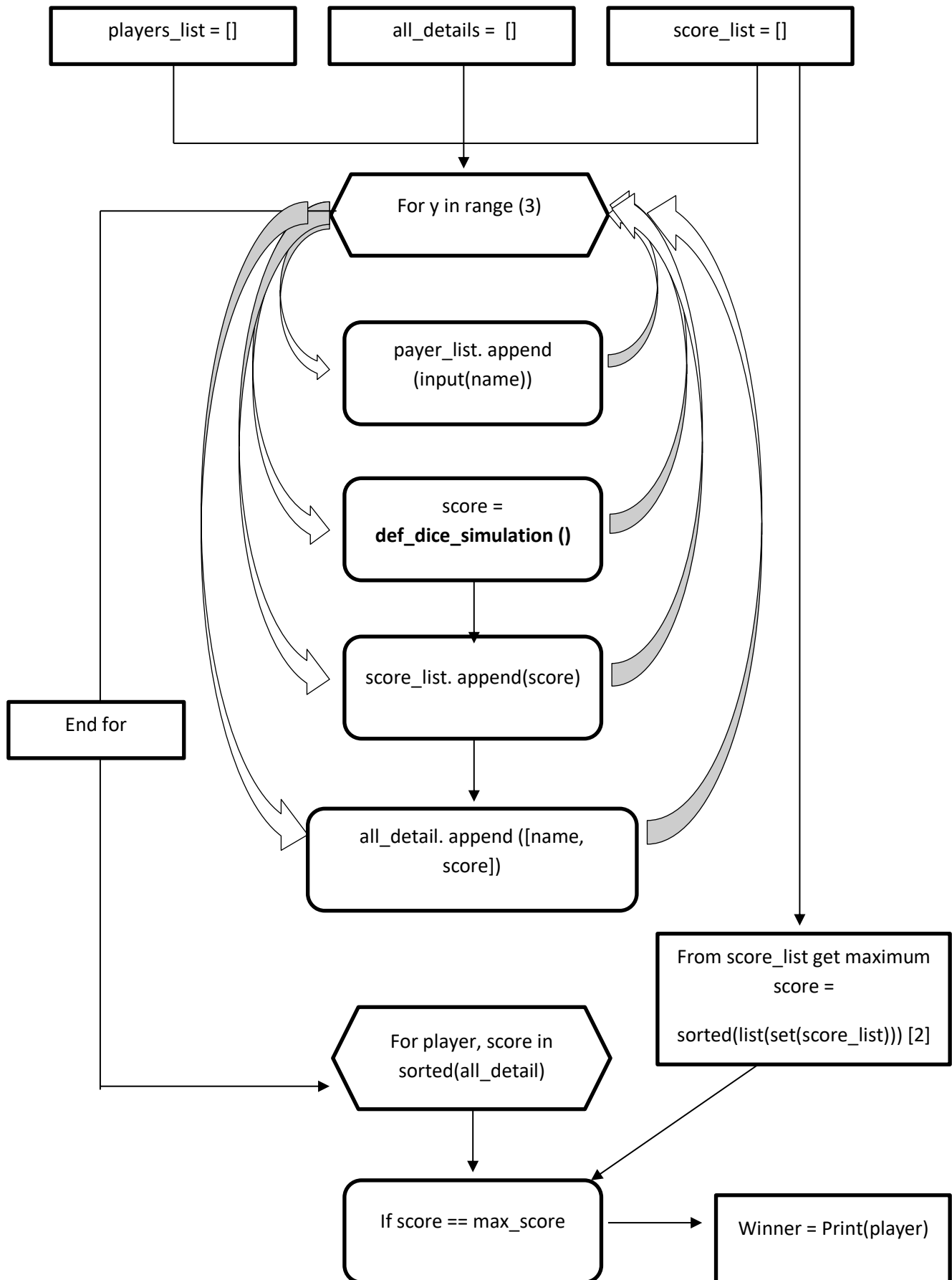
design diagram of dice_simulation function

def dice_simulation ( ):

dice_1 = [1, 2, 3, 4, 5, 6]
dice_2 = ["CMB", "TYK", "NY", "LON", "SYN"]
dice_3 = [True, False, True, False, True, False]

out_dice_1 **= []**
out_dice_2 **= []**
out_dice_3 **= []**

attempts = 0
prompt = "y"
player_score = 0

While
attempts < 3:

TRUE

FALSE

Else:
break

If prompt: TRUE

player_output **=**
list **(**zip **(**out_dice_1, out_dice_2,
out_dice_3**))**

out_dice_1.
append**(**random.choice**(**dice_1**))**

for i in
range(len(player_output)):

out_dice_2.append**(**random.choice**(**
dice_2**))**

out_dice_3.append**(**random.choice**(**
dice_3**))**

if
player_output[i][2]:

Else:

attempts += 1

Player_score += 1

Player_score=
player_score - 1

Return
player _score