Intel College Excellence Program
Project Synopsis

"Simulating the dice rolling for Dice based games"

Team member's detail			
S.No.	**Participant Name**	**Mobile No.**	**Email ID**
1	K Syam Sahil Singh	+91 72074 19008	***Ksyamsahilsingh11@gmail.com***
Faculty(college) mentor detail			
S.No.	**Mentor Name**	**Mobile No.**	**Email ID**
College/University Name			
Lovely Professional University			

BACKGROUND

The project background for simulating dice rolling in Python could be to create a tool that can be used for various games and applications that require dice rolls. For example, board games, role-playing games, and gambling games all involve rolling dice to determine outcomes. By creating a Python program that can simulate dice rolls, we can provide a simple and easy-to-use tool for these types of activities.

PROBLEM IDENTIFICATION

- Many games and activities require the use of dice rolls to determine outcomes, but it can be difficult to find reliable and convenient tools for simulating these rolls. A Python program that can simulate dice rolls would be a useful solution to this problem.
- Physical dice rolling can be inconvenient or impractical in some situations, such as when playing a game remotely or in a noisy environment. A Python program that can simulate dice rolls would be a convenient solution to this problem.
- In some situations, it is important to have a fair and unbiased tool for generating random numbers. A Python program that uses a reliable random number generator would be a solution to this problem.

PROPOSED SOLUTION

The proposed solution is to create a Python function that uses the built-in random module to generate random numbers between 1 and the number of sides on the dice. This function can be designed to accept inputs for the number of dice to roll and the number of sides on each dice.

HARDWARE & SOFWARE REQUIREMENTS

Hardware requirements:

1. Laptop

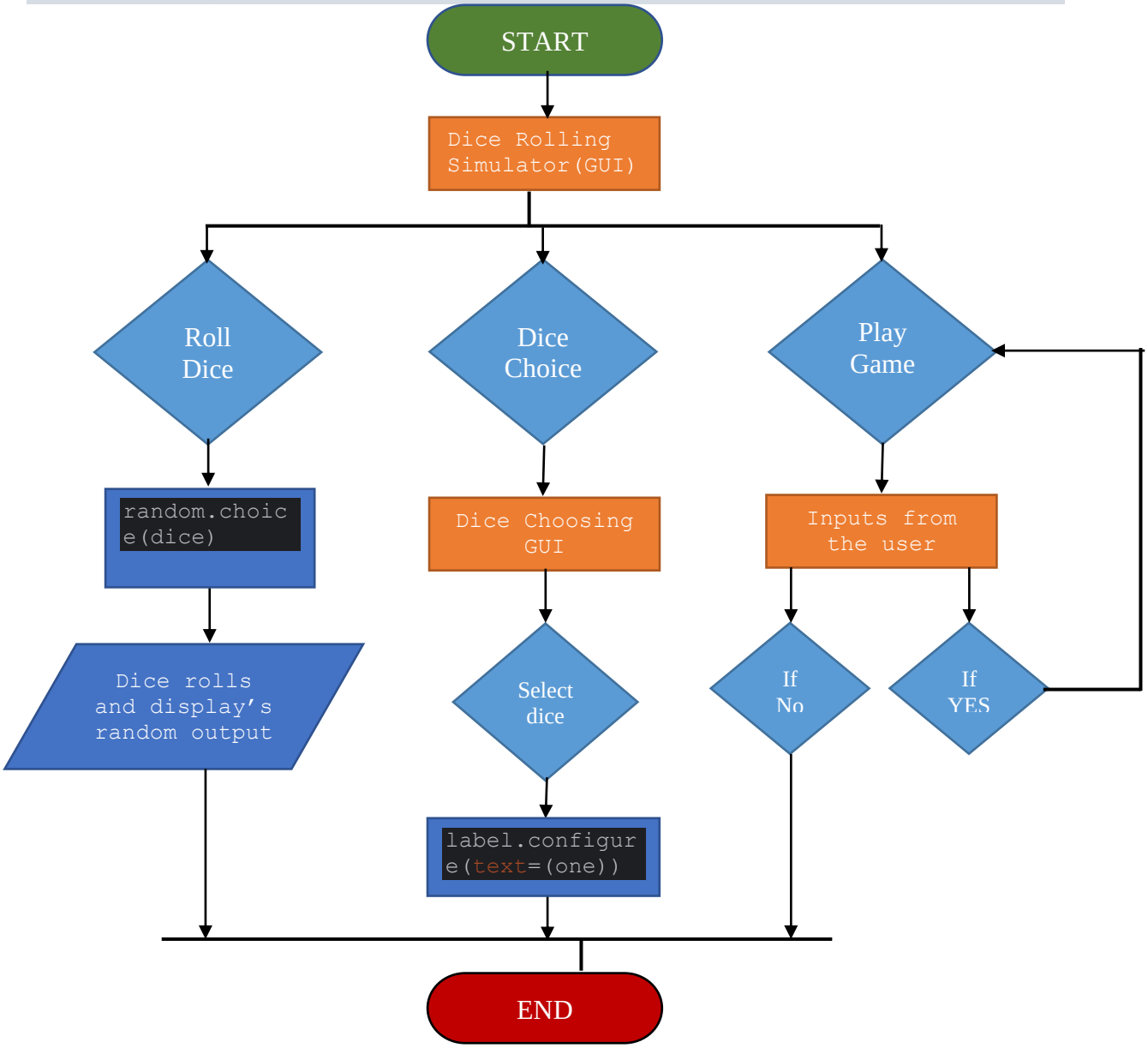
Software requirements:

1.Python Compiler

FUTURE SCOPE

- While the initial project may focus on simulating standard six-sided dice, there is potential to expand the project to support more complex dice, such as 10-sided or 20-sided dice. This would require additional coding to generate the appropriate range of random numbers.
- The dice rolling tool could be integrated with game development frameworks, such as Unity or Unreal Engine, to provide a convenient and flexible tool for game developers. This could be achieved by developing a plug-in or API that can be easily integrated into existing game development workflows

BLOCK DIAGRAM & DESCRIPTION



CONCLUSION

In conclusion, a project focused on simulating dice rolling in Python can be a useful tool for game development, statistical analysis, or any other application that requires random number generation. By developing a Python function that uses the random module to simulate dice rolls, this project can be a flexible and customizable tool that allows users to simulate rolls for a variety of dice types and numbers.

In addition to the basic functionality of simulating dice rolls, there are several potential future scope ideas for the project, such as adding support for more complex dice, integrating with game development frameworks, using more advanced random number generation techniques, or using the tool for statistical analysis.

Overall, a project focused on simulating dice rolling in Python can provide a valuable tool for a variety of applications, and offers opportunities for further development and customization based on user needs and requirements.

REFERENCES

https://github.com/Kshatri-Sahil/python_project1