import sys

import random

MAX\_PLAYERS = 3

MAX\_ERRORS = 3

def check\_pos(player\_dice, position):

arriving = position[-1] + player\_dice

if arriving == 2 or arriving == 6 or arriving == 8:

arriving += 2

elif arriving == 4:

arriving -= 1

elif arriving == 5 or arriving == 7 :

arriving = 1

elif arriving == 9:

arriving -= 4

elif arriving == 10:

arriving = 10

elif arriving > 10:

arriving = 1

return arriving

def start\_game(max\_players = 2):

players = []

for i in range(0, max\_players):

player = {}

player['name'] = input(f"Player {i + 1} Name: ")

player['initial'] = player['name'][0].lower()

player['position'] = [1]

players.append(player)

round\_counter = 1

while all(player['position'][-1] < 10 for player in players):

print ("------------")

print ("Round Num: ", round\_counter)

print ("------------")

round\_counter += 1

for i, player in enumerate(players):

turn\_initial = input(f">Player {i + 1}, ({player['name']}) first letter: ")

error\_counter = 0

while turn\_initial.lower() != player['initial']:

print ("Letter doesn't match your name's first letter\n")

error\_counter += 1

if error\_counter == MAX\_ERRORS:

print (f"Player {i + 1}, ({player['name']}) failed {MAX\_ERRORS} times\n")

print ("Game is Over")

print ("-----------------------------------------------\n\n")

sys.exit()

turn\_initial = input(">Player 1 first letter: ")

player\_dice = random.randint(1,6)

print ("Threw dice and got: ", player\_dice)

arriving = check\_pos(player\_dice, player["position"])

if arriving == 10:

player["position"].append(arriving)

print ("Old position: ", player["position"][-2])

print ("New position: 10")

print (f"Player {i + 1}, ({player['name']}) WINNER!")

print ("-----------------------------------------------")

print (" Thanks for playing!")

print ("-----------------------------------------------\n\n")

sys.exit()

else:

player["position"].append(arriving)

print ("Old position: ", player["position"][-2])

print ("New position: ", player["position"][-1])

print ("\n")

start\_game(MAX\_PLAYERS)