DICE ROLL GAME

Ultimate C# Masterclass Assignment

Overview

The rules of this game are simple. First, the program “rolls dice” which means a random number from 1 to 6 is generated but not shown to the user. The user then has 3 tries to guess what number was on the die.	Console App

Main application workflow

When the application starts, it shall generate a number from 1 to 6 and then print:
Dice rolled. Guess what number it shows in 3 tries.
The user must select a number. If the number equals the generated number, “You win” is printed to the console. If not, “Wrong number” is printed, and the user has another chance. The user has 3 chances. If they all are unsuccessful, “You lose” is printed to the console, and the program closes after any key is pressed.

Selecting the number by the user

Scenario	User action	Result
Sunny day (the number equals the generated number)	The user enters a number from 1 to 6, which is equal to the number initially generated by the program.	“You win” is printed to the console. After the user presses any key, the program is closed.
Sunny day (the number does not equal the generated number), and the user **did not** use all 3 chances.	The user enters a number that is **not** equal to the number initially generated by the program. (Even if the number is outside the 1-6 range, it is still a valid number, but a bad guess. One chance is lost).	“Wrong number” is printed to the console. “Enter number:” is printed to the console again. The user has one chance less left.
Sunny day (the number does not equal the generated number), and the **user used 3 chances already**.	The user enters a number that is **not** equal to the number initially generated by the program.	“Wrong number” is printed to the console, followed by “You lose” message. After the user presses any key, the program is closed.
Incorrect or empty input	User does not enter any valid number (for example, enters “abc”).	“Incorrect input” is printed to the console. “Enter number:” is printed to the console. No chance is being used.