

the Master Course

{ CODENATION }

JS & DOM

1 Player Dice Game

{ CODENATION }



DOM

Dice Game

... there are **two parts** to this project.

1 Player Game

2 Player Game

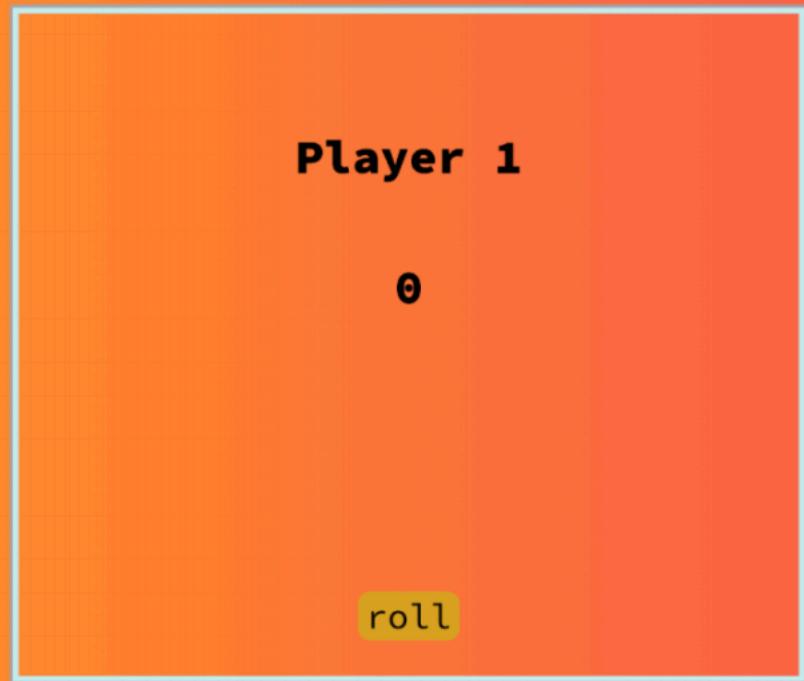
1 Player Game

These criteria **must be met**:

- > **Roll the dice** to begin the game.
- > The **dice appears on the first roll**.
- > When a dice is rolled, the **score adds up**.
- > Once the score passes 20, **you win**.
- > However, **if you hit '1' then you lose** (if less than score of 20).
- > If the player **won or lost**, the player can **start the game again**.
- > You may want to change the score to any number other than 20

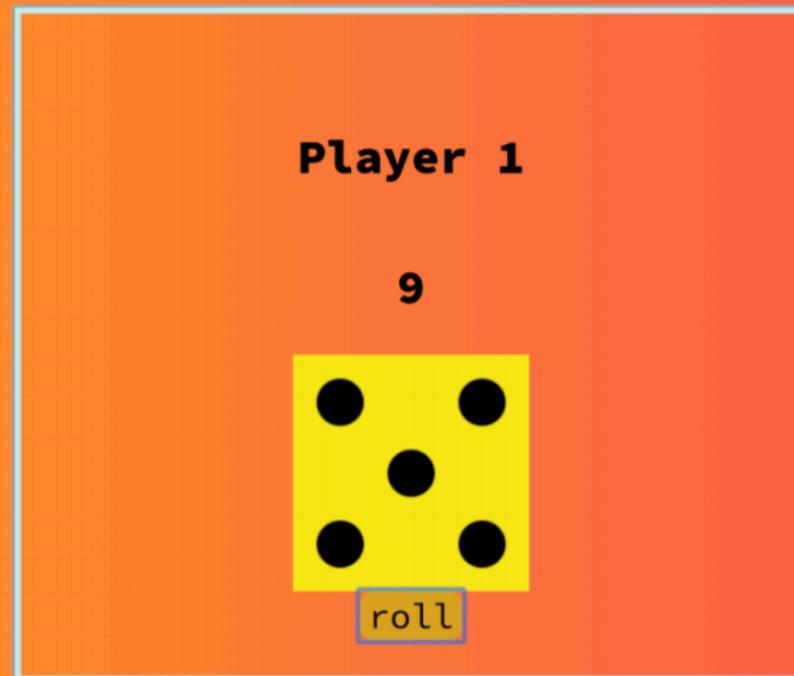
DOM

Begin game when 'roll' is clicked



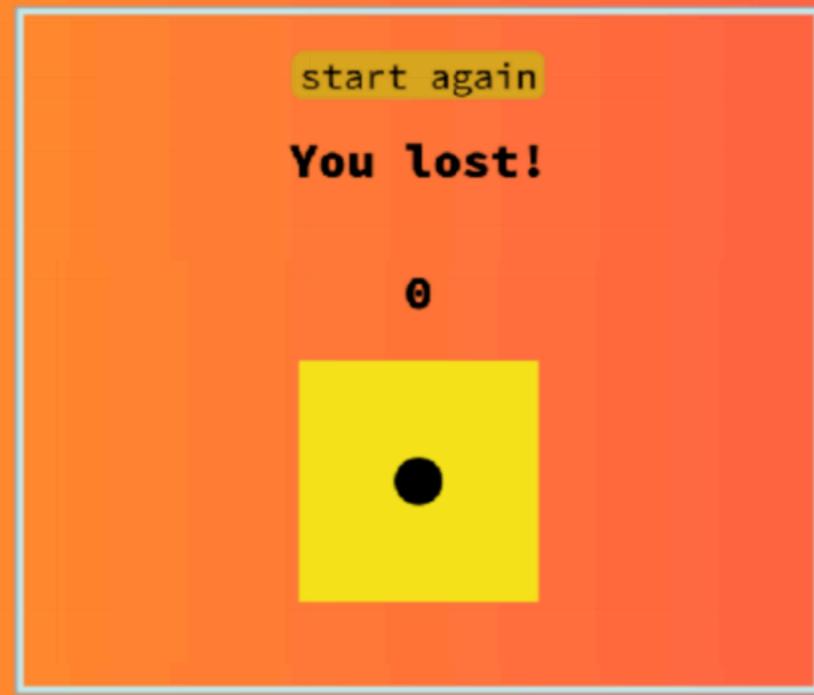
DOM

The score sums up as you roll



DOM

When you hit '1' you lose



DOM

But once you pass 20 you win





DOM

Dice Game

... there are **two parts** to this project.

1 Player Game

2 Player Game

DOM

2 Player Game

These criteria **must be met**:

- > Click '**New Game**' to begin.
- > Player 1 goes first. You can **roll the dice however many times** you wish.
- > In the 'Current' box, it gives you the **current score as you roll** the dice.
- > When it hits a certain score, **player 1 may want to 'hold' the score**, which will then appear in the middle of player 1 as the total score so far, player 1 cannot roll anymore. **Player 2 begins to roll.**
- > If the **player hits '1' without holding any score**, the current score will reset, and the next player begins to roll again.
- > Once one of the players **hits 20 or more score, that player wins!**

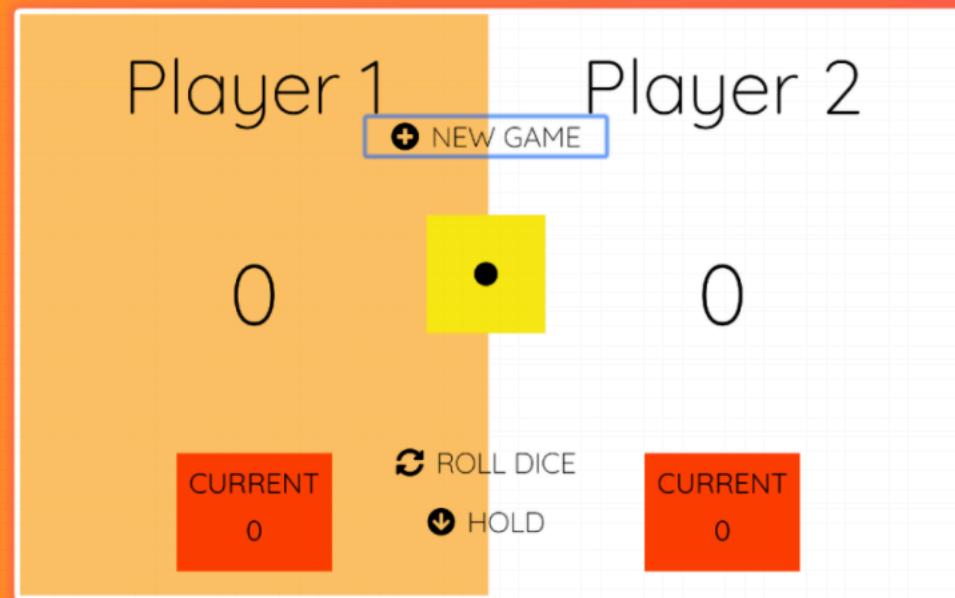
DOM

Click 'New Game' to begin



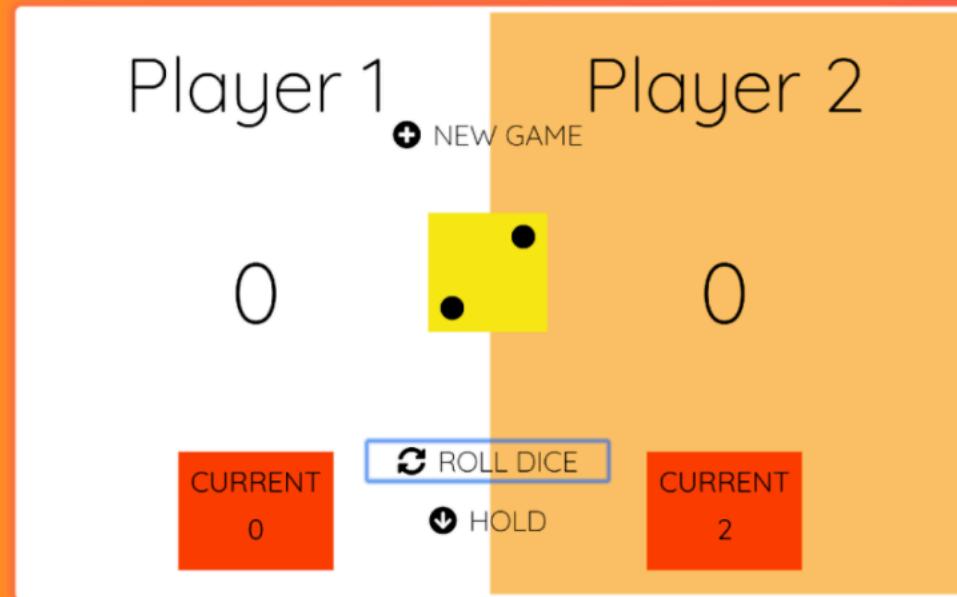
DOM

Player 1 goes first, you can roll the dice however many times you wish.



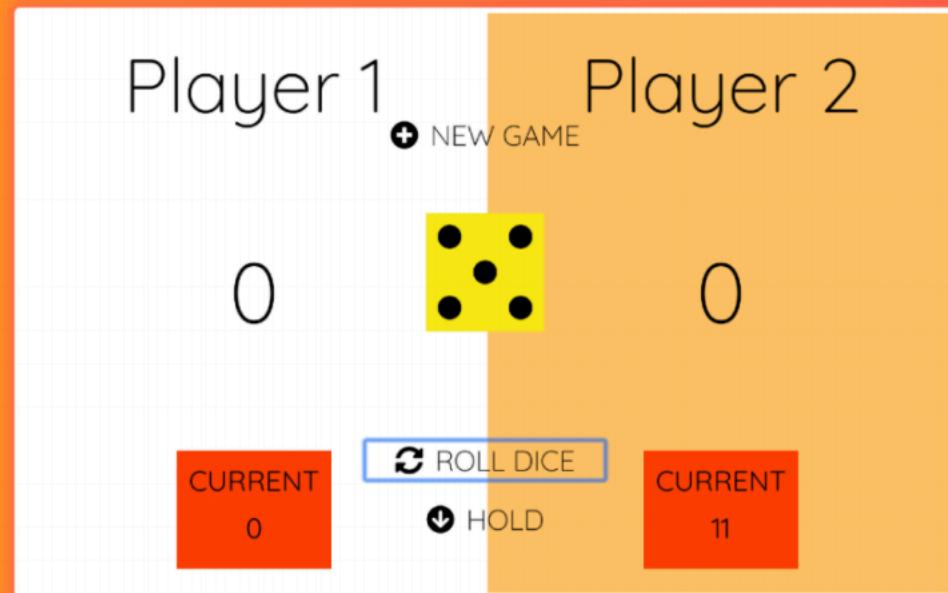
DOM

In the 'Current' box, it gives you the current score as you roll the dice.



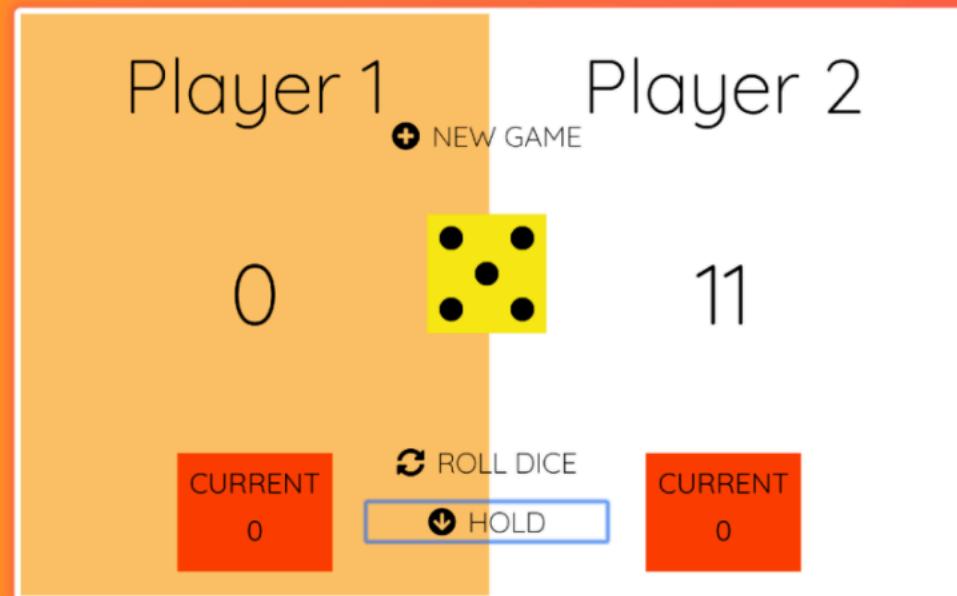
DOM

When it hits certain score, the player may want to ‘hold’ the score, which will then appear in the middle of the player as total score so far, this player cannot roll anymore, the next player begins to roll.



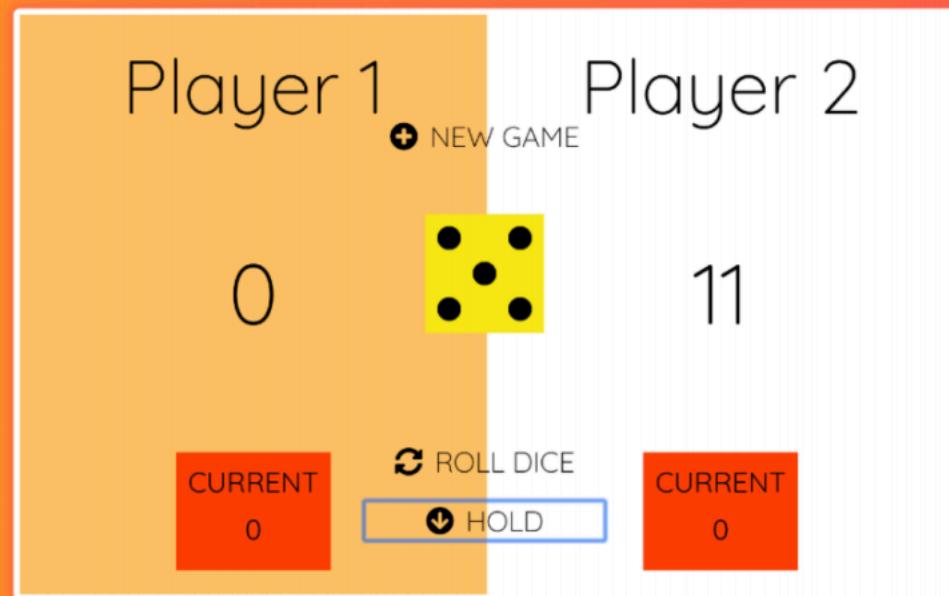
DOM

The next player will begin after holding the score



DOM

If the player hits ‘1’ without holding any score, the current score will reset, and the next player begins to roll again.



DOM

Once one of the players hits 20 or more score, that player wins.

