```
# Name

# import library , module

# def rolling dice function

    # loop 3 times

        # 3 random number from 1 to (input dice's side)

# def player turn

    # call rolling dice function.

    # print 3 random numbers.

    # input asking if the user want to re-roll 1 dice.

        # if the user say yes

            # ask the user which dice wanto re-roll

            # random a number from 1 to (the number of dies's side)

            # print total.

            # end turn.
        # else
            # print total.
            # end the turn.

# def round

    # loop player turn function 2 times.
    # compare two total point and decide the winner for the round.

# def game

    # loop round according to the user's round input.

    # while the final scores of 2 player are oquals

        # call round function.

    # if player 1's final score > player 2's

        # print player 1 is the winner

    # else :
        # print player 2 is the winner.
```