List Assignment 2 Question 2 Pseudocode

Import random

x = 0

accum\_One = 0

accum\_Two = 0

player1 = random.randint(1,6)

accum\_One = accum\_One + player1

Hold\_One = input(new line, Hello player 1. Would you like to hold or continue? Press ‘h’ to hold or ‘c’ to continue. New line.)

player2 = random.randint(1,6)

accum\_Two = accum\_Two + player2

Hold\_Two = input(new line, Hello player 2. Would you like to hold or continue? Press ‘h’ to hold or ‘c’ to continue. New line.)

While True:

Player one will be assigned to a random number between 1 to 6

Print statement for the player 1(printing the player’s number they rolled on)

Accum\_one is assigned to the accum\_One plus each new roll during player one’s turn.

If accum\_One is greater than or equal to 100:

Print statement that player one won the game.

Break

If player1 is not equal to 1:

Hold\_One is assigned to prompting the user if they want to continue with their turn or hold.

If Hold\_One is equal to ‘h’:

Print statement for their accumulated points thus far and will go to player two’s turn.

While x is not equal to 1:

Player 2 will be assigned to a random number between 1 and 6

Print statement for player 2’s number they roll during their turn

Accum\_Two is assigned to accum\_Two plus each new number they roll

If accum\_Two is greater than or equal to 100:

Print statement that player has won the game

Break

If player two is not equal to 1:

Hold\_Two is assigned to prompting the user if they want to hold or continue with their turn

If Hold\_Two is equal to ‘h’:

Print statement for their accumulated points thus far and will go back to player one’s turn

Break

If player two is equal to 1:

Accum\_Two is equal to zero

Print statement that player two’s accumulated points will restart to zero and that it is player one’s turn again.

Break

Else, if player one continues with their turn but gets a one on their roll:

Accum\_One is assigned to zero

Print statement that player one’s accumulated points will go down to zero

While x is not equal to zero:

Player two will be assigned to a random number between 1 to 6

Print statement for what number player two had rolled on

Accum\_Two is assigned to accum\_Two plus each number they roll on during their turn

If accum\_Two is greater than or equal to 100:

Print statement that player two has won the game

Break

If player two does not roll on a one:

Hold\_two is assigned to prompting the user if they want to continue or hold their turn

If Hold\_Two is equal to ‘h’:

Print statement for player two’s accumulated points thus far and will continue with player one’s turn

Break

If player two rolls on a one:

Accum\_Two is equal to zero

Print statement that player two’s accumulated points will restart down to zero.

Break