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# WebBased Dice Game Project Report

## Introduction:

The webbased dice game project is designed to provide an interactive and engaging gaming experience for two players. The game involves rolling a sixsided die, accumulating temporary scores, and strategically deciding when to add those scores to the players' actual scores. The primary objective is for a player to reach an actual score of 100 first, thereby winning the game.

## Technologies Used:

The project leverages the following web technologies:

**HTML:** The structure of the web page is defined using HTML, providing the foundation for the game elements and layout.

**CSS:** Cascading Style Sheets (CSS) are employed to enhance the visual appeal of the game, providing styling for buttons, player panels, and overall layout.

**JavaScript:** The game's functionality and logic are implemented using JavaScript. This includes dice rolling, score tracking, player turns, and the determination of a winner.

## Game Rules

The game follows a set of straightforward rules:

### 1. Rolling the Dice:

Each player takes turns rolling a six sided die by clicking the "Roll Dice" button.

If the result is 1, the player's temporary score is reset to zero, and it becomes the other player's turn.

If the result is 26, the rolled value is added to the player's temporary score.

## **2. Holding the Score:**

- Players have the option to click the "Hold" button after accumulating points from dice rolls.
- The temporary score is added to the player's actual score.
- The turn then passes to the other player.

## **3. Winning the Game:**

The game continues until one player reaches an actual score of 100 or more.

The player achieving this score first is declared the winner, and the game concludes.

## **User Interface:**

The user interface is designed to be intuitive and visually appealing. Each player has a designated panel displaying their current actual score, temporary score, and a button for rolling the dice and holding the score. The active player is highlighted to provide clarity on the current turn.

## **Code Structure:**

The JavaScript code is structured to handle the game's core functionality. Functions are defined to initialize the game, roll the dice, hold the score, switch players, and check for a winner. Event listeners are employed to respond to user interactions with the roll and hold buttons.

## **Conclusion:**

The web based dice game project successfully implements an entertaining two player game with simple rules and engaging gameplay. Players can enjoy the thrill of chance and strategy as they strive to be the first to reach

a score of 100. The project demonstrates the synergy of HTML, CSS, and JavaScript in creating interactive and dynamic web applications.

This report provides an overview of the web project, highlighting its objectives, rules, technologies used, user interface, and code structure. It captures the essence of the web based dice game and its potential for providing an enjoyable gaming experience.