public\index.html

```html
<!DOCTYPE html>
<html lang="fr">

<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">

  <title>Dice Rolling Game</title>

  <!-- Font -->
  <link rel="preconnect" href="https://fonts.googleapis.com">
  <link rel="preconnect" href="https://fonts.gstatic.com" crossorigin>
  <link href="https://fonts.googleapis.com/css2?
family=Lato:wght@100;300;400;700;900&display=swap" rel="stylesheet">
  <!-- Remix Icon -->
  <link href="https://cdn.jsdelivr.net/npm/remixicon@3.2.0/fonts/remixicon.css"
rel="stylesheet">

  <!-- Tailwindcss -->
  <script src="https://cdn.tailwindcss.com"></script>
  <!-- CSS -->
  <link rel="stylesheet" href="./style.css">
</head>

<body class="flex flex-col justify-center items-center">
  <div id="gameContainerDiv"
    class="container flex flex-col justify-center items-center w-11/12 h-5/6 bg-white py-28
pt-14 pb-28">
    <!-- Start Game -->
    <div id="startGameDiv">
      <button id="beginGame" class="border-none outline-none">
        <i class="ri-add-circle-line"></i>
        NEW GAME
      </button>
    </div>
    <!-- Game Row-->
    <div id="gameRowDiv">
      <!-- Player -->
      <div class="player-wrapper">
        <div class="player ">
          <div class="player-name p0">
            <h2>PLAYER 1</h2>
            <div class="tour"></div>
          </div>
          <div class="global g0">
            <span>43</span>
          </div>
        </div>
      </div>
      <!-- Dice -->
      <div class="dice-wrapper">
        <img src="./images/dice-01.svg" alt="face dé" id="face">
      </div>
      <!-- Player -->
      <div class="player-wrapper">
        <div class="player">
```

```html
        <div class="player-name p1">
          <h2>PLAYER 2</h2>
          <div class="tour"></div>
        </div>
        <div class="global g1">
          <span>72</span>
        </div>
      </div>
    </div>

  </div>

  <!-- Score row -->
  <div id="scoreRowDiv">
    <!-- Score player 1 -->
    <div class="round-player r0">
      <h4>CURRENT</h4>
      <span class="round">20</span>
    </div>
    <!-- Options of the game -->
    <div id="action-wrapper">
      <button id="roll" class="border-none outline-none">
        <i class="ri-refresh-line"></i>
        ROLL DICE
      </button>
      <button id="hold" class="border-none outline-none">
        <i class="ri-download-2-line"></i>
        HOLD
      </button>
    </div>
    <!-- Score player 2 -->
    <div class="round-player r1">
      <h4>CURRENT</h4>
      <span class="round">0</span>
    </div>
  </div>
</div>


  <!-- JS -->
  <script src="./app.js"></script>
</body>

</html>
```

public\style.css

```css
* {
  margin: 0;
  padding: 0;
  box-sizing: border-box;
}

body {
  height: 100vh;
  font-family: 'Lato', sans-serif;
  background: linear-gradient(to bottom, #ba8b02, #181818dd);
  color: ▢ grey;
}

button {
  cursor: pointer;
  width: 150px;
  padding: 10px;
  border-radius: 5px;
  text-shadow: 4px 4px 5px rgba(0, 0, 0, 0.473);
  letter-spacing: 1px;
}

i {
  color: ▢ #d01616;
  font-size: 1.25rem;
  margin-right: 10px;
}

#gameContainerDiv {
  height: 90vh;
  width: 90vw;
  display: flex;
  flex-direction: column;
  justify-content: center;
  align-content: space-around;
  background-color: ▢ #f4f2f2;
}
/**** ---Bloc Start game---  ****/
#startGameDiv {
  height: 50px;
  width: 100%;
  display: flex;
  flex-shrink: 1;
  justify-content: center;
  align-items: flex-start;
}

/**** ---Bloc Game row (GLOBAL)---  ****/
#gameRowDiv {
  height: 100%;
  width: 90%;
  display: flex;
  flex-grow: 2;
  justify-content: space-between;
  align-items: center;
  margin: 40px 0;
```

```css
  }

  .player-wrapper {
    height: 500px;
    width: 300px;
    display: flex;
    flex-direction: column;
    justify-content: center;
    align-items: center;
    text-align: center;
    border-radius: 5px;
  }

  .player-wrapper:has(.player-name.active) {
    box-shadow: 4px 4px 5px #bebebe;
  }

  .player-wrapper:not(:has(.player-name.active)) {
    opacity: 0.5;
  }

  .player-name {
    display: flex;
    justify-content: center;
    align-items: center;
    font-size: 1.88rem;
    font-weight: 100;
    letter-spacing: 2px;
  }

  .player-name.active,
  .player-name.active + .global {
    font-weight: 400;
    text-shadow: 4px 4px 5px rgba(0, 0, 0, 0.473);
  }

  .player-name.active .tour {
    height: 15px;
    width: 15px;
    margin-left: 10px;
    border-radius: 15px;
    background-color: █ red;
    box-shadow: 4px 4px 5px rgba(0, 0, 0, 0.319);
  }

  .global {
    font-size: 5rem;
    font-weight: 100;
    color: █ red;
  }

  .dice-wrapper {
    display: flex;
    justify-content: center;
    align-items: center;
    margin: 0 20px;
  }

  img {
    height: 100px;
```

```css
    width: 100px;
    border-radius: 10px;
    background: ☐ #fff;
    box-shadow: 20px 20px 60px #bebebe, -20px -20px 60px #ffffff;
}

.player-name.active.winner,
.player-name.active.winner + .global {
    color: 🟩 #3ff607;
}

/**** ---Bloc Score row (ROUND)---  ****/
#scoreRowDiv {
    height: 150px;
    width: 100%;
    display: flex;
    flex-shrink: 1;
    justify-content: space-around;
    align-items: center;
}

.round-player {
    width: 110px;
    height: 80px;
    display: flex;
    flex-direction: column;
    justify-content: center;
    align-items: center;
    background-color: 🟥 red
}

.round-player.active {
    box-shadow: 4px 4px 5px #bebebe;
}

.round-player:not(.active) {
    opacity: 0.5;
}

.round-player h4 {
    color: ⬛ black
    font-weight: 300;
}

.round-player span {
    color: ☐ white
    font-size: 1.25rem;
}

#action-wrapper {
    display: flex;
    flex-direction: column;
    justify-content: center;
    align-items: center;
    align-content: space-between; /*TODO: A vérif*/
}

/**** ---Animation Shake---  ****/
.shake {
```

```css
    animation: shake 0.5s infinite;
  }

  @keyframes shake {
    0% {
      transform: rotate(8deg);
    }
    50% {
      transform: rotate(-8deg);
    }
    100% {
      transform: rotate(8deg);
    }
  }
  /**** ---Media Queries---  ****/
  @media screen and (max-height: 900px) {
    #gameContainerDiv {
      padding: 10px 5px;
    }
    /**** ---Bloc Game row (GLOBAL)---  ****/
    .player-wrapper {
      height: 80%;
    }
  }

  @media screen and (max-width: 900px) {
    /**** ---Bloc Game row (GLOBAL)---  ****/
    #gameRowDiv .player-wrapper {
      margin: 0 5px;
    }
  }

  @media screen and (max-width: 775px) {
    /**** ---Bloc Game row (GLOBAL)---  ****/
    #gameRowDiv {
      margin: 0;
      height: 70%;
    }
    #gameRowDiv .player-wrapper {
      height: 40%;
      width: 60%;
    }
    #gameRowDiv .player-name,
    #gameRowDiv .global span {
      font-size: 95%;
    }
    #gameRowDiv img {
      height: 80%;
      width: 80%;
    }
    /**** ---Bloc Score row (ROUND)---  ****/
    #scoreRowDiv .round-player h4 {
      font-size: 85%;
    }
  }

  @media screen and (max-width: 600px) {
    i {
      font-size: 0.94rem;
    }
  }
```

```css
      /**** ---Bloc Game row (GLOBAL)---  ****/
      #gameRowDiv .player-name,
      #gameRowDiv .global span {
        font-size: 85%;
      }
    }

    @media screen and (max-width: 480px) {
      /**** ---Bloc Game row (GLOBAL)---  ****/
      #gameRowDiv {
        flex-direction: column;
      }
      /**** ---Bloc Score row (ROUND)---  ****/
      #scoreRowDiv {
        width: 50%;
      }
      #scoreRowDiv .round-player {
        padding: 5px;
      }
      #scoreRowDiv .round-player h4 {
        font-size: 75%;
      }
    }
```

public\app.js

```javascript
//Déclare les variables
//Player 1
const player1 = document.querySelector('.p0');
const global1 = document.querySelector('.g0');
const round1 = document.querySelector('.r0');
//Player 2
const player2 = document.querySelector('.p1');
const global2 = document.querySelector('.g1');
const round2 = document.querySelector('.r1');

let playerScores, activePlayer, gamePlaying;

let playerName = document.getElementsByClassName('player-name');
let roundPlayer = document.getElementsByClassName('round-player');

let images = [
  'dice-01.svg',
  'dice-02.svg',
  'dice-03.svg',
  'dice-04.svg',
  'dice-05.svg',
  'dice-06.svg',
];

let roundScore = 0;
//Fonction roll : lancement dés
const roll = () => {
  // Ajouter la classe shake aux dés
  document.querySelectorAll('img').forEach((dice) => {
    dice.classList.add('shake');
    //Retirer la classe shake aux dés après 1 seconde
    setTimeout(() => {
      dice.classList.remove('shake');
    }, 1000);
    // Générer un nombre aléatoire entre 1 et 6
    let diceValue = Math.floor(Math.random() * 6) + 1;
    // generer un url pour l'image du dé
    let diceUrl = `./images/dice-0${diceValue}.svg`;

    // Changer l'image du dé
    document.getElementById('face').setAttribute('src', diceUrl);
    document.getElementById('face').setAttribute('alt', `Dé ${diceValue}`);

    // Gestions des scores
    // Récupère score si dé est différent de 1 sinon passe au joueur suivant
    if (diceValue !== 1) {
      roundScore += diceValue;
      document.querySelector('.active .round').textContent = roundScore;
    } else {
      nextPlayer();
    }
  });
};

// Fonction hold : sauvegarde le score du round et passe au joueur suivant
const hold = () => {
```

```javascript
      // Ajouter le score du round au score global
      if (gamePlaying) {
        playerScores[activePlayer] += roundScore;
        // Afficher le score global
        document.querySelector(`.g${activePlayer}`).textContent = playerScores[activePlayer];
        // Vérifier si le joueur a gagné
        if (playerScores[activePlayer] >= 100) {
          // Afficher le message de victoire
          document.querySelector(`.p${activePlayer}`).textContent = 'Winner !';
          // Ajouter la classe winner
          document.querySelector(`.p${activePlayer}`).classList.add('winner');
          // Désactiver le jeu
          gamePlaying = false;
        } else {
          // Passer au joueur suivant
          nextPlayer();
        }
      }
    };

    // Fonction nextPlayer : passe au joueur suivant
    const nextPlayer = () => {
      // Remettre le score du round à 0
      roundScore = 0;
      document.querySelector(`.p${activePlayer}`).classList.remove('active');
      document.querySelector(`.r${activePlayer}`).classList.remove('active');
      // Changer de joueur
      activePlayer === 0 ? (activePlayer = 1) : (activePlayer = 0);
      // Changer la classe active
      document.querySelector(`.p${activePlayer}`).classList.add('active');
      document.querySelector(`.r${activePlayer}`).classList.add('active');
      // Afficher le score du round à 0
      document.querySelector(`.active .round`).textContent = roundScore;
    };

    //Fonction init : inialisation du jeu
    const initGame = () => {
      // reinitialiser les scores
      document.querySelectorAll('.global').forEach((globalScore) => {
        globalScore.textContent = 0;
      });
      document.querySelectorAll('.round').forEach((roundScore) => {
        roundScore.textContent = 0;
      });
      playerScores = [0, 0];
      activePlayer = 0;
      gamePlaying = true;
      // rendre actif le joueur 1
      player1.classList.add('active');
      round1.classList.add('active');
      // rendre inactif le joueur 2
      player2.classList.remove('active');
      round2.classList.remove('active');
      //rendre inactive classe winner
      player1.classList.remove('winner');
      player2.classList.remove('winner');
      //remettre les noms des joueurs
      player1.textContent = 'Player 1';
      player2.textContent = 'Player 2';
    };
```

```js
// click lancer les dés
document.getElementById('roll').addEventListener('click', roll);
// click lancer une partie
document.getElementById('beginGame').addEventListener('click', initGame);
// click hold
document.getElementById('hold').addEventListener('click', hold);
```

public\supports\links.txt

Hosting URL: https://eval-dicerolling.web.app

github: https://tanguyhospice.github.io/Eval-DiceRolling/