**Dice Game User Stories**

**65 points**

**Goal:** Build a functional, console-based dice game utilizing JavaScript and its best practices.

**Technologies:** JavaScript

**User stories:**

**(5 points):** As a developer, I want to make consistent commits accompanied with good, descriptive commit messages.

**(10 points):** As a developer, I want to come up with a game concept played with dice, ensuring that my game concept is more complicated than “War”. **When you have a concept, send it to the instructors via a group Slack message.**

**(10 points):** As a developer, I want my game concept to be approved by an instructor. This will be done via Slack as mentioned above.

**(20 points):** As a developer, I want my game to have gameplay functionality.

**(10 points):** As a developer, I want to have one function capable of “rolling a die” (by generating a random number), regardless of the number of sides.

**(10 points)**: As a developer, I want to utilize six different dice within my game. (Recommended dice are 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and 20-sided. Different dice may be substituted. No 2-sided die.)

Reminder: There is absolutely no front-end requirement for this project! The game can be ran/played entirely through the console or by using alerts and prompts. Any front-end work should come only after the MVP (Minimum Viable Product) of the game has been achieved.