

Rolling the Dice: Exploring the Exciting World of Web Development Dice Game





Problem Statement

Build a dice-rolling game. A group of people initially (invite only) will join in, guess a number from the range $[1, 6]$, and then put a bet upon their guess. The one who guesses the output correctly is treated as the winner(s). Then the entire pool of bets automatically gets distributed across these winner(s). The main challenge here is to generate a perfectly random number in the given range (of course on-chain) so as to avoid any misleads. Once this is achieved, a complete section of games can be further built upon this random module.



Features of Dice Game

The idea is to develop an interactive dice game using HTML, CSS, JS . And to provide engaging audio experience while pressing the key buttons Audio API is used for the functionality Randomized set of combinations of dice is achieved through random() function of js which will be the backbone for the project Interactive audio api is used on clicking game button to generate sound and responsive user interface is used for buttons

Landing Page

Let's Begin

Player1



Roll It

Player2



Change Names



CONTRIBUTORS

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Conclusion

The **web development dice game** is a fun and challenging way to learn about different technologies and improve your web development skills. Whether you're a beginner or an experienced developer, rolling the dice can help you explore new technologies and techniques. So why not give it a try?