ReadMe:  
  
This code is presented in a simple but subtle function that is used to generate random numbers by emulating a dice roll. The number of dice and the number of sides on each die are the parameters of the function. Simulating a dice roll is a good way to generate a random number.   
  
 In this program, within the python, one function will be able to pass data as a parameter and the said function will return the result as data. Below are the functions used in the program.

* Ask name as a user input.
* Create names of virtual players that is chosen at random on every play.
* Create variables of the dice that generate random numbers from 1 to 6.
* Compare the numbers using if/elif statement for equal, small or large number at each roll and validate the winner.
* While statement to keep the game active or stop depending on the player.