<Container

1. maxW = 1300px (2) display= flex (3) mt =8

(4) h= 100vh (5) AlignItems = center

(6) flexDirection {reverse-colum, row}} >

<Stack

(1) height = 350px (2) justify = space around

(3) mt = {{base:8 , md:0,}}>

<Heading

(1) as =h1

(2) fontSize = {{2xl, 3xl, 6xl}}>

<Text

1. as = p
2. fontSize ={{base:sm ,sm: md md:lg}}

(3)maxW = {{100%, 80%}}>

<Box> <button

Colorscheme = orange /></box>

</stack>

<Flex

Mt ={{8,0}}

justifyContent =center

>

<image

(1)Src

(2)mr=4

Width ={{80%, auto}}

/>

</Flex>

</container>

Pos = sticky; Bg = white; Top =0; zIndex =50;

PAGE -1 DICE:

Flex image stack heading button

<Flex

Align = center

Justify = center

> <Image

Width = 50%

src =/>

<Stack>

<Heading

as =h1 fontSize = 7xl

> Dice Game<Heading>

<Box>

<Button

color= white

bg= black

self alingment = flex-end

onClick = {startGameHandler}

\_hover {{bg:grey}}

>Start Game

</Button>

</Flex>

////////////////////////////////////////////////////////////////

6 CONSTANTS

Const [gameStarted, setName()= useState(false)

Const [selectednumber, setName()= useState()

Const [dice, setName()= useState(1)

Const [score, setName()= useState(0)

Const [error, setName()= useState(null)

Const [name, setName()= useState(false)

Const numbers =[1,2,3,4,5,6]

Stack—heading/—flex—flex, Box—Image/ /Box, 3 Text ,Button /Stack