

# WK05AS02 - Dicee Challenge

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Download starting files:

<https://github.com/easaber/dicee-challenge.git>

Follow these steps to complete the tasks:

- Create a new Javascript file called `index.js` and link to it from the `index.html` file
- In the Dicee project, there is a folder called `images`, add the images of `dice6.png` as the source to both of the `img` elements.
- Inside `index.js`, create a new variable called **`randomNumber1`** then set the value of this variable to a random number between 1 and 6. Test it out in the console to make sure it works
- Use the random number you created in the last step to pick out a random dice image between `dice1.png` to `dice6.png` then place this image inside the left `img` element. **Hint:** You will need to use what you've learnt about the DOM and the method `setAttribute()` to achieve this.
- Do the same for the right hand side image element
- Change the text in the `h1`(which currently says Refresh Me) to show which user won or if there was a draw depending on the dice values of the player 1(left) and player 2(right).