**DICE GAME IDEA:** DICE RACE

**CONCEPT:**

The user will “race” several computer players across the play area by rolling “dice” of difference sizes. The choice to roll higher dice could result in further progress in the race, and also a further consequence.

It will be a turn based game so that all the computer players move every time the user moves (so the user can’t just button mash past the computers). The computer’s movement will use the same dice as the user, but the selection of dice will be random.

When the player rolls dice, they advance a number of spaces greater than the middle value of the die (i.e. rolling an “18” on a 20 sided die would advance “8” spaces) or they will be set back the difference if it is less than the middle-point.

The game is over once either the user or computer reaches the end.