

Daily Code Practice

Name _____

1. Write a function called `instructions`. The function receives no parameters and tells the user how to play the game. It returns nothing.

Example Function Call

```
instructions()
```

2. Write a function called `roll_again` function. It receives one parameter (name). Ask the user by name if they would like to roll again or pay a fine. Make sure they enter a valid option. The function returns the user's choice.

Example Function Call

```
roll_again("Frank") -> 1
```

User Interaction

Roll Again or Pay a Fine, Frank (1=Roll, 2=Pay)? 1

3. Write a function called `roll_dice`. It receives one integer, (num). The function will use some pre-existing functions. The function chooses two random numbers up to and including the number provided. It tells the user which numbers are randomly chosen. It returns True if they match and False if they do not.

Example Function Calls

```
roll_dice(6) -> False  
roll_dice(10) -> True
```

User Interaction

You rolled a 5 and a 6
You rolled a 10 and a 10

4. Write a function called `roll_thrice`. It receives two parameters, a name and a number (name, num). This function will use some pre-existing functions. The function continues to roll the dice if the user chooses to roll again, has not rolled 3 times and doesn't get out free. If the user chooses to pay the fine or unsuccessfully rolls 3 times return 50 as the fine. If the user gets out free return 0 as the fine.

Example Function Call

```
roll_thrice("Frank", 6) -> 50
```

User Interaction

You rolled a 2 and a 5
Better get used to these bars, Frank
Frank, you have rolled 1 time.
You have 2 chances left to get doubles
Roll again or Pay a fine Frank (1=Roll, 2=Pay)? 2
That will be \$50 to get out of jail.

5. Write a function called `play_game`. It receives 3 parameters, two strings and a number (`player1`, `player2`, `num`). This function will use some pre-existing functions. The function has each player take turns rolling the `num` sided dice up to three times until one player gets over \$200 in fines. It then declares a winner. The function returns nothing.

Example Function Calls

```
play_game("Joe", "Frank", 6)
```

User Interaction

Joe has accrued \$200 in fines.
Frank has accrued \$100 in fines.
Frank wins!

6. Write a function called `main` that requests the name of two players and greets the players, displays instructions, has the players pick the number of sides for their dice, and plays the game. Hint: You can update `request_name()` to take a player number as a parameter to personalize the multi-player name request. This function will use pre-existing functions.

User Interaction

Player 1 name please: Joe
Player 2 name please: Frank