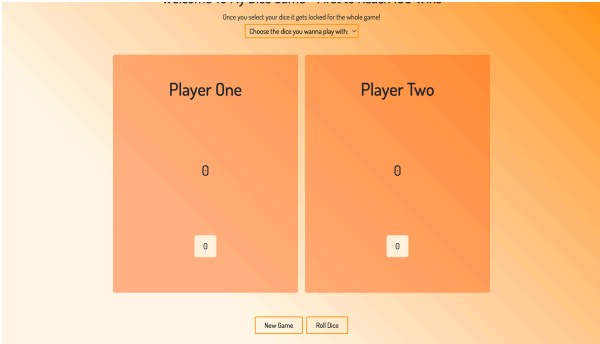# LAB EXERCISE 8 - DICE GAME
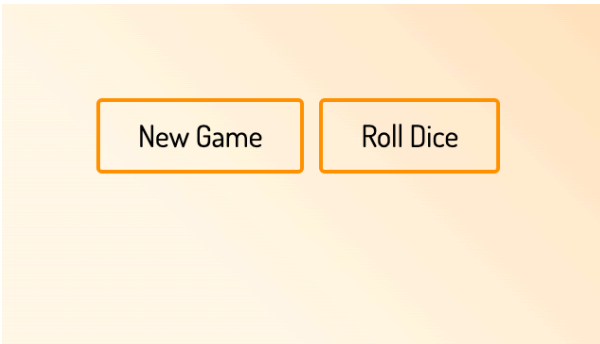


### 1. User Operns the Webpage

The user navigates to the webpage and sees a visually appealing interface with a welcome message and a dropdown to select the number of sides for the dice.
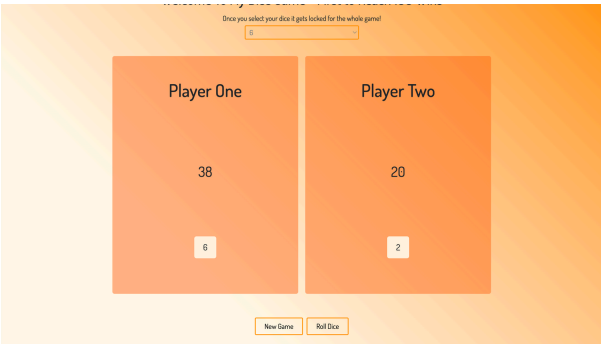


### 2. User Selects the Dice

The user reads the instruction and selects the number of sides they want for the dice from the dropdown menu.
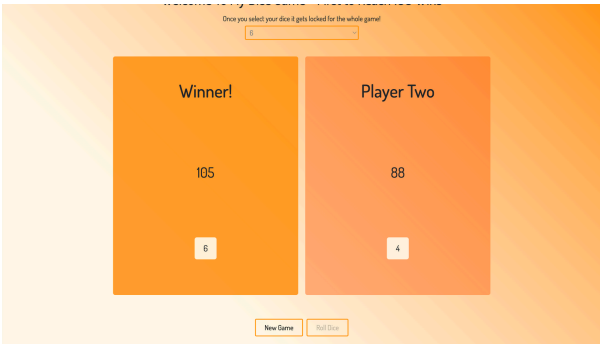


### 3. User Starts the Game

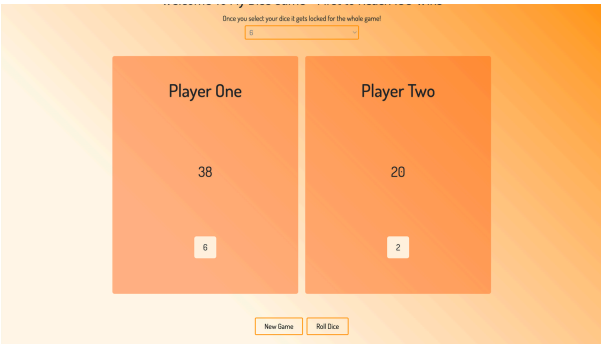The user clicks the "Roll Dice" button to start the game.



### 4. Game Progression

- The user continues rolling the dice, alternating between Player One and Player Two.
- The scores for both players are updated after each roll.
- The game keeps track of the total score for each player.



### 5. Winning the Game

- The game continues until one of the players reaches a total score of 100 or more.
- When a player reaches 100 points, a congratulatory message is displayed, and the background color of the winner's section changes to highlight the winner.
- The "Roll Dice" button is disabled to prevent further rolls.



### 6. Restarting the Game

The user can click the "New Game" button to restart the game, which reloads the page and resets all scores and settings.