SCS2208 Rapid Application Development

Assignment – 1 (In class Assignment)

Roll a Dice Game

You need to create a roll a dice game in **JavaScript.**

Game Rules

- Number of players: 02
- Number of dices: 02
- Winning Score: 100

    - Each player will get a chance to roll two dices at the same time. The process given below will continues until one player reaches the winning score.
        - If 02 dices give the same result (except the dice value 1), the same player will get another chance to roll the dice.
        - Else other player gets the chance to roll 02 dices.

    - Calculation of score:
        - If both dices give the value 1, individual marks of the respective player will be reduced to 0.
        - Else sum of the two dice values will be added to individual scores of the player.

Instructions

- **Deadline:** 27th of July, before 12 noon
- **Viva** will be taken on 01st and 03rd of August during the practical time slots.
- **Any kind of plagiarism** will be not tolerated and will award **0 marks** for the assignment, if plagiarism rate is above the expected value. (Your code will be checked using a plagiarism checker)
- You have the **full freedom** to develop the game as you wish (adding styles, game levels, game logics etc.) **subject to the aforementioned game rules**, and you should demonstrate your ability in use **of scopes, functions, DOM manipulations, events and event listeners** in your final implementation.

Resources

You can download the **dice images** from the Moodle. (image courtesy: google developer training – Android -Katlin fundamentals, Dice Roller Challenge)

Few sample images to get an idea: