4 6 8 12 20

Task: Dice Game

Design and make a game

You must use at least one each of the following dice

4, 6, 8, 10, 12, 20

The game must be more complicated than war

It can be console based or webpage based

Level 1- 1,2,3,4

Level 2- 1,2,3,4,5,6

Level 3- 1,2,3,4,5,6,7,8

Level 4- 1,2,3,4,5,6,7,8,9,10,11,12

Level 5- 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20

Level 1 = number

Level 2 = number x .95

Level 3 = number x .90

Level 4 = number x .85

Level 5 = number x .80

Rolling a happy number lets you go a rank up

//Rolling a prime number puts you down a rank

//Rolling doubles lets you reroll if you choose but will replace last roll.

//Rolling double 1s negates your points this turn

//Rolling double 20s wins you the game

First one to hit 80 (might change) points wins.

Person with higher score during turn chooses to go up or down a level or send opponent up or down a level and is reward 10 points if lower rank, 5 points if higher rank

Levels are wizard ranks, the higher level you go, the stronger magic you know, but the weaker your base spells are.

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| --- | --- | --- | --- | --- | --- |
| Roll | Level 1 Points | Level 2 Points | Level 3 Points | Level 4 Points | Level 5 Points |
| 1 | 1 | .95 | .90 | .85 | .825 |
| 2 | 2 | 1.9 | 1.8 | 1.7 | 1.65 |
| 3 | 3 | 2.85 | 2.7 | 2.55 | 2.475 |
| 4 | 4 | 3.8 | 3.6 | 3.4 | 3.3 |
| 5 |  | 4.75 | 4.5 | 4.25 | 4.125 |
| 6 |  | 5.7 | 5.4 | 5.1 | 4.95 |
| 7 |  |  | 6.3 | 5.95 | 5.775 |
| 8 |  |  | 7.2 | 6.8 | 6.6 |
| 9 |  |  |  | 7.65 | 7.425 |
| 10 |  |  |  | 8.5 | 8.25 |
| 11 |  |  |  | 9.35 | 9.075 |
| 12 |  |  |  | 10.2 | 9.9 |
| 13 |  |  |  |  | 10.725 |
| 14 |  |  |  |  | 11.55 |
| 15 |  |  |  |  | 12.375 |
| 16 |  |  |  |  | 13.2 |
| 17 |  |  |  |  | 14.025 |
| 18 |  |  |  |  | 14.85 |
| 19 |  |  |  |  | 15.675 |
| 20 |  |  |  |  | 16.5 |