```mermaid
flowchart LR
    A([User rolls dice]) --> B[Generate random dice roll]
    B --> C[Display dice roll]
    C --> D{Is it a 1?}
    D -- NO --> E[Add dice roll to current score]
    E --> F[Display new score]
    D -- Yes --> G[Switch player]

    H([User holds score]) --> I[Add current score to total score]
    I --> J{score >= 100}
    J -- NO --> G[Switch player]
    J -- Yes --> K[Current player wins!]

    L([User resets game]) --> M[Set all scores to 0]
    M --> N[Set player 1 as starting player]
```