

===Level 1 – Basic

Game - Hi-Lo Dice

Both Player and Computer will start with a common hitPoints = 50.

Player throw one seed – show a value of and between 1 to 6.

Computer throw one seed – show a value of and between 1 to 6.

Winner for the round is the seed with the highest value.

Winner will increase hitPoints = Player seed value + Computer seed value.

Loser will lose hitPoints = Player seed value + computer seed value.

Draw (both seed same value) = no changes.

===Level 2 – Unfair Advantage

Player throw one seed – show a value of and between 1 to 6.

Computer throw **two** seed – show a total value of between 2 to 12.

Player will have a shield – insurance when Computer have a total value of above 6 (7 to 12).

Player will have shieldPoints = 5; i.e. can have 5 chances of insurance.

...When Player activate shieldPoints;

Winner will increase hitPoints of their own seed value; not both value in total.

Loser will lose hitPoints of their own seed value; not both value in total.

Player shieldPoints will decrease by 1 (per use).

...When Player DID NOT activate shieldPoints;

Winner will increase hitPoints of the total seeds' values.

Loser will lose hitPoints of the total seeds' values.

Total seeds' values is the seed value of Player + seeds value of Computer,

let's say (P:4, C:2+5 = TSV: (4+ (2+5)) = 11 = total seeds' values

===Level 3 – Battle Fun

Similar to Level 2 above.

Player's shieldPoints are determined by a side game.

Screen will prompt out OBJECTS (of various size and shape).

Player will click on the OBJECTS.

The number of OBJECTS clicked will be the shieldPoints for the Player in Level 2.

=== END of Problem Statement ===