**===Level 1 – Basic** Game - Hi-Lo Dice

Both Player and Computer will start will 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 ===