Round score 0 at every new turn

Player 0 active

Roll Dice: random number🡪 current score

Choice 01-Roll Again:   
round score=round score + current score, current score=dice score=random  
round score=1 if current score=1

Choice 02-Hold: Total score=current + round + total score, current=round=0, player turn

Total score = 0

Round score = 0

Current score = 0

Dice=0

1. **Roll – Dice - trigger while loop**
   1. **If Dice: 2-6**
      1. Current = Dice + Current
      2. Wait
   2. **If Dice: 1**
      1. Current=0, trigger stop
      2. Pass to next Player
2. **Hold**
   1. **Score>0**
      1. Current added to Total
      2. Current =0
      3. Pass to next Player

**Player turn Loop**

**SwtichX();**

**Roll() 🡪 DiceCheck()**

Only active player can click;  
active player is player-x

Player x turn loop{

On Click **Roll** change dice,

If **Dice = 1,** current = 0; find x player and remove class change active player

If **Dice > 1,** current = current + Dice;

On **HOLD click** & **Dice=1** , x=x+1, Total=current + total;

If **x>1** then **subtract 2** from it.

}