In [1]:
```python
#DICE PROJECT:

import random

dice = [
    ["┌───────┐", "│       │", "│   ●   │", "│       │", "└───────┘"],
    ["┌───────┐", "│ ●     │", "│       │", "│     ● │", "└───────┘"],
    ["┌───────┐", "│ ●     │", "│   ●   │", "│     ● │", "└───────┘"],
    ["┌───────┐", "│ ●   ● │", "│       │", "│ ●   ● │", "└───────┘"],
    ["┌───────┐", "│ ●   ● │", "│   ●   │", "│ ●   ● │", "└───────┘"],
    ["┌───────┐", "│ ●   ● │", "│ ●   ● │", "│ ●   ● │", "└───────┘"]
]

def roll_dice():
    return random.randint(1, 6)

def print_dice(number):
    print("\n".join(dice[number-1]))

def play_game():
    player1_score = 0
    player2_score = 0

    while player1_score < 20 and player2_score < 20:
        input("Player 1, press enter to roll the dice...")
        player1_roll = roll_dice()
        print("Player 1 rolled:")
        print_dice(player1_roll)
        player1_score += player1_roll

        input("Player 2, press enter to roll the dice...")
        player2_roll = roll_dice()
        print("Player 2 rolled:")
        print_dice(player2_roll)
        player2_score += player2_roll

        print("Player 1 score:", player1_score)
        print("Player 2 score:", player2_score)

    if player1_score >= 20:
        print("Player 1 wins!")
    else:
        print("Player 2 wins!")

play_game()
```
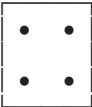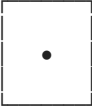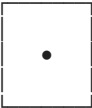
```
Player 1, press enter to roll the dice...4
Player 1 rolled:
```
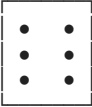
```
┌─────────┐
│ •     • │
│         │
│ •     • │
└─────────┘
```

```
Player 2, press enter to roll the dice...
Player 2 rolled:
```

```
┌─────────┐
│         │
│    •    │
│         │
└─────────┘
```

```
Player 1 score: 4
Player 2 score: 1
Player 1, press enter to roll the dice...
Player 1 rolled:
```

```
┌─────────┐
│         │
│    •    │
│         │
└─────────┘
```

```
Player 2, press enter to roll the dice...
Player 2 rolled:
```

```
┌─────────┐
│ •     • │
│ •     • │
│ •     • │
└─────────┘
```

```
Player 1 score: 5
Player 2 score: 7
Player 1, press enter to roll the dice...
Player 1 rolled:
```

```
┌─────────┐
│ •     • │
│    •    │
│ •     • │
└─────────┘
```

```
Player 2, press enter to roll the dice...
Player 2 rolled:
```

```
┌─────────┐
│ •       │
│    •    │
│       • │
└─────────┘
```

```
Player 1 score: 10
Player 2 score: 10
Player 1, press enter to roll the dice...
Player 1 rolled:
```

```
┌─────────┐
│ •     • │
│    •    │
│ •     • │
└─────────┘
```

```
Player 2, press enter to roll the dice...
```
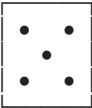
```
Player 2 rolled:
```



```
Player 1 score: 15
Player 2 score: 13
Player 1, press enter to roll the dice...
Player 1 rolled:
```



```
Player 2, press enter to roll the dice...
Player 2 rolled:
```



```
Player 1 score: 16
Player 2 score: 19
Player 1, press enter to roll the dice...
Player 1 rolled:
```
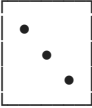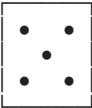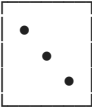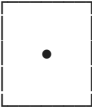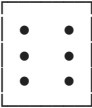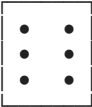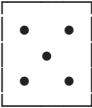


```
Player 2, press enter to roll the dice...
Player 2 rolled:
```



```
Player 1 score: 22
Player 2 score: 24
Player 1 wins!
```

In [ ]:

In [ ]: