

# 20-Sided Dice Game - Project Recap

## Project Summary:

This simple web-based dice game lets the user pick a roll style and compares their roll against the computer. The logic includes three roll styles, a computer opponent, weighted probabilities, and a styled result box that appears after rolling.

## Key Features Implemented:

- Option A: Doubles player's roll if its 9 or lower
- Option B: Rolls from 11-20, but 20 is less likely (weighted)
- Option C: Rolls 1-20, but 20 is slightly more likely (weighted)
- Computer always rolls using Option C logic
- Result is hidden at start and shown after a roll
- Results are displayed in a styled box with border and background

## Skills Practiced:

- JavaScript logic and functions
- Weighted random selection
- DOM manipulation (show/hide and update elements)
- HTML layout and element interaction
- CSS styling (flex layout, custom colors, hover states)

## Bonus Touches:

- Wizard image centered with CSS
- Visual spacing and layout improvements
- Option buttons grouped and styled cleanly

### Notes for Future Improvements:

- Add score tracking
- Include rolling animations or dice icons
- Play sound effects for rolls
- Create a reset or 'play again' feature

Great work on turning your vision into a real project!