//index HTML

<!DOCTYPE html>

<html lang="en" dir="ltr">

<head>

<meta charset="utf-8">

<title>DICE GAME</title>

<link rel="stylesheet" href="style.css">

</head>

<body>

<div class="container">

<h1> Dice Game - Refresh to Play </h1>

<div>

<p> Player 1</p>

<img class="img1" src="images/BL3.png">

</div>

<div>

<p> Player 2 </p>

<img class="img1" src="images/R3.png">

</div>

<div>

<p> Player 3 </p>

<img class="img1" src="images/G3.png">

</div>

<div>

<p> Player 4 </p>

<img class="img1" src="images/pl3.png">

</div>

</div>

<script src="main.js"> </script>

</body>

</html>

//css

h1

{

font-size: 3rem;

font-family: 'cambria', cursive;

}

p

{

font-size: 2rem;

font-family: 'cambria', cursive;

}

.container

{

text-align: center;

margin:auto;

width:70%;

}

//js

// Dice 1 - Player 1

var randomNumber1=Math.floor((Math.random() \* 6) + 1);

var randomImage1="images/BL"+randomNumber1+".png";

var image1=document.querySelectorAll("img")[0];

image1.setAttribute("src",randomImage1);

// Dice 2 - Player 2

var randomNumber2=Math.floor((Math.random() \* 6) + 1);

var randomImage2="images/R"+randomNumber2+".png";

var image2=document.querySelectorAll("img")[1];

image2.setAttribute("src",randomImage2);

// Dice 3 - Player 3

var randomNumber3=Math.floor((Math.random() \* 6) + 1);

var randomImage3="images/G"+randomNumber3+".png";

var image3=document.querySelectorAll("img")[2];

image3.setAttribute("src",randomImage3);

// Dice 4 - Player 4

var randomNumber4=Math.floor((Math.random() \* 6) + 1);

var randomImage4="images/pl"+randomNumber4+".png";

var image4=document.querySelectorAll("img")[3];

image4.setAttribute("src",randomImage4);

if (randomNumber1 > randomNumber2 && randomNumber1 > randomNumber3)

{

document.querySelector("h1").innerHTML="Player 1 Wins !";

}

else if (randomNumber2 > randomNumber1 && randomNumber2 > randomNumber3)

{

document.querySelector("h1").innerHTML="Player 2 Wins !";

}

else if (randomNumber3 > randomNumber1 && randomNumber3 > randomNumber2)

{

document.querySelector("h1").innerHTML="Player 3 Wins !";

}

else if (randomNumber4 > randomNumber1 && randomNumber4 > randomNumber2)

{

document.querySelector("h1").innerHTML="Player 4 Wins !";

}

else {

document.querySelector("h1").innerHTML="Draw !";

}

