<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Enhanced Dice Game</title>

<style>

body {

font-family: Arial, sans-serif;

text-align: center;

background-color: #f0f8ff;

margin: 0;

padding: 20px;

}

h1 {

color: #333;

}

.player-container {

margin: 30px 0;

}

.player-title {

font-size: 24px;

margin-bottom: 10px;

}

.dice-container {

display: flex;

justify-content: center;

margin-bottom: 10px;

}

.die {

display: inline-block;

width: 60px;

height: 60px;

line-height: 60px;

border: 2px solid #333;

border-radius: 10px;

font-size: 30px;

margin: 0 10px;

background-color: #fff;

box-shadow: 2px 2px 5px rgba(0,0,0,0.3);

transition: transform 0.2s;

}

.die.rolling {

animation: shake 1s infinite;

}

@keyframes shake {

0% { transform: rotate(0deg); }

25% { transform: rotate(10deg); }

50% { transform: rotate(-10deg); }

75% { transform: rotate(10deg); }

100% { transform: rotate(0deg); }

}

#roll-button {

padding: 10px 20px;

font-size: 18px;

cursor: pointer;

background-color: #4CAF50;

color: white;

border: none;

border-radius: 5px;

transition: background-color 0.3s;

}

#roll-button:disabled {

background-color: #888;

cursor: not-allowed;

}

#result {

margin-top: 20px;

font-size: 22px;

min-height: 26px;

font-weight: bold;

}

.scoreboard {

margin-top: 20px;

font-size: 18px;

}

.highlight-win {

color: green;

}

.highlight-lose {

color: red;

}

</style>

</head>

<body>

<h1>🎲 Enhanced Dice Game 🎲</h1>

<p>Roll three dice each turn.</p>

<p><strong>Win Condition:</strong> Roll one 4, one 5, and one 6.</p>

<p><strong>Lose Condition:</strong> Roll one 1, one 2, and one 3.</p>

<p>Otherwise, reroll.</p>

<button id="roll-button">Roll Dice</button>

<div class="player-container" id="user-container">

<div class="player-title">👤 You</div>

<div class="dice-container">

<div class="die" id="user-die1">-</div>

<div class="die" id="user-die2">-</div>

<div class="die" id="user-die3">-</div>

</div>

</div>

<div class="player-container" id="computer-container">

<div class="player-title">🤖 Computer</div>

<div class="dice-container">

<div class="die" id="comp-die1">-</div>

<div class="die" id="comp-die2">-</div>

<div class="die" id="comp-die3">-</div>

</div>

</div>

<div id="result"></div>

<div class="scoreboard">

<p>Your Wins: <span id="user-wins">0</span></p>

<p>Computer Wins: <span id="comp-wins">0</span></p>

<p>Rerolls: <span id="rerolls">0</span></p>

</div>

<script>

// Function to simulate rolling a single six-sided die

function rollDie() {

return Math.floor(Math.random() \* 6) + 1;

}

// Function to roll three dice and return the results as an array

function rollThreeDice() {

return [rollDie(), rollDie(), rollDie()];

}

// Function to check if the dice contain exactly one 4, one 5, and one 6

function isWin(dice) {

const sorted = dice.slice().sort((a, b) => a - b);

return sorted[0] === 4 && sorted[1] === 5 && sorted[2] === 6;

}

// Function to check if the dice contain exactly one 1, one 2, and one 3

function isLose(dice) {

const sorted = dice.slice().sort((a, b) => a - b);

return sorted[0] === 1 && sorted[1] === 2 && sorted[2] === 3;

}

// Update scoreboard

let userWins = 0;

let compWins = 0;

let rerolls = 0;

function updateScoreboard() {

document.getElementById('user-wins').textContent = userWins;

document.getElementById('comp-wins').textContent = compWins;

document.getElementById('rerolls').textContent = rerolls;

}

// Function to animate dice rolling

function animateRoll(dieElements, finalValues, callback) {

const rollDuration = 1000; // in milliseconds

const intervalTime = 100; // change number every 100ms

let elapsed = 0;

const interval = setInterval(() => {

dieElements.forEach(die => {

die.textContent = rollDie();

});

elapsed += intervalTime;

if (elapsed >= rollDuration) {

clearInterval(interval);

dieElements.forEach((die, index) => {

die.textContent = finalValues[index];

die.classList.remove('rolling');

});

callback();

}

}, intervalTime);

// Add rolling class for animation

dieElements.forEach(die => {

die.classList.add('rolling');

});

}

// Main game function

function playGame() {

const rollButton = document.getElementById('roll-button');

rollButton.disabled = true;

document.getElementById('result').textContent = '';

// Get die elements

const userDice = [

document.getElementById('user-die1'),

document.getElementById('user-die2'),

document.getElementById('user-die3')

];

const compDice = [

document.getElementById('comp-die1'),

document.getElementById('comp-die2'),

document.getElementById('comp-die3')

];

// Roll dice for user and computer

const userFinal = rollThreeDice();

const compFinal = rollThreeDice();

// Animate user dice

animateRoll(userDice, userFinal, () => {

// After user dice are done rolling, animate computer dice

animateRoll(compDice, compFinal, () => {

// After both rolls are done, evaluate results

evaluateResults(userFinal, compFinal);

// Re-enable the roll button

rollButton.disabled = false;

});

});

}

// Function to evaluate and display the results

function evaluateResults(userDice, compDice) {

const resultDiv = document.getElementById('result');

let userStatus = '';

let compStatus = '';

const userWin = isWin(userDice);

const userLose = isLose(userDice);

const compWin = isWin(compDice);

const compLose = isLose(compDice);

// Determine user result

if (userWin) {

userWins++;

userStatus = '<span class="highlight-win">You Win!</span>';

} else if (userLose) {

userStatus = '<span class="highlight-lose">You Lose!</span>';

} else {

userStatus = 'Reroll!';

rerolls++;

}

// Determine computer result

if (compWin) {

compWins++;

compStatus = '<span class="highlight-win">Computer Wins!</span>';

} else if (compLose) {

compStatus = '<span class="highlight-lose">Computer Loses!</span>';

} else {

compStatus = 'Reroll!';

rerolls++;

}

// Update scoreboard

updateScoreboard();

// Display results

resultDiv.innerHTML = `

<p>${userStatus}</p>

<p>${compStatus}</p>

`;

}

// Attach event listener to the roll button

document.getElementById('roll-button').addEventListener('click', playGame);

// Initialize scoreboard

updateScoreboard();

</script>

</body>

</html>