**Dice Game User Stories**

**65 points**

**Goal:** Build a functional, web-based or console-based dice game utilizing HTML, CSS, and JavaScript best practices

**Technologies:** JavaScript, HTML, CSS, Bootstrap, Design Practices

**User stories:**

**(5 points):** As a developer, I want to make consistent commits accompanied with good, descriptive commit messages.

**(10 points):** As a developer, I want to come up with a game concept played with dice, ensuring that my game concept is more complicated than “War”.

**(10 points):** As a developer, I want my game concept to be approved by an instructor, with part of the process being that I walk the instructor through my game idea so that project user stories can be written out with the instructor.

**(20 points):** As a developer, I want my game to have gameplay functionality.

**(10 points):** As a developer, I want to have one function capable of “rolling a die” (by generating a random number), regardless of the number of sides.

**(10 points)**: As a developer, I want to utilize six different dice within my game. (Recommended dice are 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and 20-sided. Different dice may be substituted. No 2-sided die.)

**Dice game concept:**

As a player, I want the ability to play against another player.

As a player, I want to roll a dice to determine who attacks first.

As a player, I want the sum of my dice rolls to determine the base attack amount based off of an algorithm.

As a player, I want to pick out my armor set at the beginning of the game, which will mitigate damage based off my choice.

As a player, I want the ability to choose my attack style, that will both modify my attack value and accuracy.

As a player, I want to take turns attacking each other until one player runs out of health.

As a player, I want the person with remaining health to be the victor.

As a Player, I want to see the results of my actions and my remaining health in the console and any other information I would need as a player.

Players have to roll a dice to determine who attacks first. Players have to roll a dice; the sum of the dice rolls will determine the base attack amount based off of an algorithm. Players have to pick out his/her armor set at the beginning of the game, which will mitigate damage based off his/her choice. Players have the ability to choose his/her attack style, that will both modify his/her attack value and accuracy.

Players have to take turns attacking each other until one player runs out of health. Player with the remaining health will be the winner.

// else if (player1RollDice = 300){

// console.log ("player 1 wins");

// }

// // else if (player2RollDice = 300){

// // console.log ("player 1 wins");

// }