```javascript
var playerSum = 0;
var computerSum = 0;
var response = "";
var playAgain = "y";
var win = 0;
var lose = 0;
alert("Roll the dice to closer to 15 than the computer! Make sure you don't go over!")
//Play again
do{
        playerSum = 0;
        computerSum = 0;
//Player Roll
do{
var playerRoll = Math.floor(Math.random() * (6 - 1 + 1) ) + 1;
playerSum = playerSum + playerRoll;
alert("You rolled a " + playerRoll);
alert("Your total is " + playerSum);
if(playerSum >= 15) break;
response = prompt("Roll again? (y/n)");
} while (response == "y");
//Computer Roll
response = "y";
do{
        var computerRoll = Math.floor(Math.random() * (6 - 1 + 1) ) + 1;
        computerSum = computerSum + computerRoll;
        console.log(computerSum);
        if (computerSum >= 15) break;
        if (computerSum < playerSum){
                response = "y";
        } else if (computerSum > playerSum){
                response = "n";
        }
} while (response == "y");
//Comparing Totals
if (playerSum > 15){
        alert("You rolled over 15! You lose!");
        lose++;
} else if (playerSum == 15){
        alert("You rolled a 15! You win!");
        win++;

} else if (computerSum > 15){
        alert("The computer rolled over 15! You win!");
        win++;

} else if (computerSum == 15){
        alert("The computer rolled a 15! The computer wins!");
        lose++;
```

```javascript
    } else if (computerSum > playerSum){
            alert("The computer rolled a " + computerSum + ". You rolled a " + playerSum + ". Computer
wins!");
            lose++;
    }
//Wins and Loses
alert("Wins: " + win + " Loses: " + lose);
//Play again
playAgain = prompt("Play again? (y/n)");
if (playAgain != "y") break;
} while(playAgain = "y");
```