**Web Development – Mr. Turner**

**Black and Red**

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**Overview**

Make a game with two sets of tokens per player: red and black. Each player (a human player and a computer AI) will roll two dice and choose to either **add/remove** from **their/the opponent’s** **red/black piles**. The goal of the game is get rid of all black tokens and have as many red tokens as possible.

**Outline**

There will be four sections: a menu for the player’s actions and tokens, a menu for the computer’s actions and tokens, a log for the previous events of the game, and a section for other game related elements. Behind the scenes, there will be code that dictates how a computer AI will act, based on the current situation.

* The player’s menu will will list the number of tokens that are in each pile, have a button to roll the die, have 4 buttons for removing/adding tokens, and a display for the last dice roll.
* The computer’s menu will list the amount of tokens that are in each pile and a display for the last dice roll.
* The log will list out every move that each player does.
* The last section will contain the UI elements, like a display for the rolling dice and the reset button.

**Coding Tasks**

The Dice - Make a working set of dice that will generate a random number using a random number function and set it to a variable.

The Buttons - Using the variables generated from the dice, choose to add or remove from the piles of tokens. We’re going to make a function that modifies the variable for each pile of tokens.

Dice Roll Log - Use innerHTML to concatenate each

Computer - Use a random number generator for the AI

**HTML Files**

Index.html

Java.js

style.css

**Image Files**

black-0.png

black-1.png

black-2.png

black-3.png

black-4.png

black-5.png

Black-6.png

red-0.png

red-1.png

red-2.png

red-3.png

red-4.png

red-5.png

red-6.png