Today, I am going to be creating a dice game which is the normal roll of a six-sided die. I am going to be making it two so two players and then we can assign a winner based on who has the higher number.

To do this simply, we have pictures of the different numbers on the dice and they are named in a similar format e.g. dice1.png, dice2.png etc. To make this game, I am going to make use of vanilla JavaScript. We need to generate a random number between one (1) and six (6) and to do this we are going to make use of <code>Math.random()</code>. This would return a float number between zero (0) and one (1) and then to get it to be a number we can either do two things. The first is we can use <code>Math.trunc()</code> which would cut off anything after the decimal so for example if you have 0.6, after passing it to trunc(), you would have 0. After doing a trunc, we can then add one (1). The other way is to do <code>Math.round()</code> which approximates the value given to it for example 0.5 would give you one (1).

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

randomNumber1 = Math.trunc(randomNumber1) + 1;

At this point we have a random number so all we have to do is to just change the name of the picture that would show. Since the pictures are all saved similarly, we can easily do this like so.

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

randomNumber1 = Math.trunc(randomNumber1) + 1;

var picName = "images/dice" +randomNumber1 + ".png";

console.log(picName)

document.querySelector(".img1").setAttribute("src", picName);

What is happening above is we get a random number between one and six and then we assign a variable called picName to the string containing the image name. We can put in a log statement just to be sure that we get the name of the image correctly. After that the next thing is to use our <code>document.querySelector()</code> to get the item that has a class of “img1” and then set the image source attribute to the picName. We repeat the exact same thing for the second player but this time the randomNumber1 would be randomNumber2.<br />

At the end of it all, we can use conditional rendering (if…else statements) to send a message of who won.

if (randomNumber1 > randomNumber2) {

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

} else if (randomNumber1 === randomNumber2){

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

} else {

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

}

We are simply using our query selector to change the value if our html h1 tag depending on who had the higher number.<br />

We can see below what the results would look like. <br />

<img src=”https://github.com/thedumebi/100-days-express-blog/blob/master/public/images/dice.JPG?raw=true” > <br />

<br />

Cheers 🥂