***Arman Uddin Pd. 2 Project***

***BLACK AND RED***

This game will require many pieces of information. The first is the dice roll in which I will generate a random number from 1 to 6 and I will store each into a variable labeled black dice and I will do the same with a variable labeled red dice. There will be a button to initiate the dice roll for the player. I must also keep track of the number of black and red tokens that each player will have and I must constantly update the number based on the options. So each player’s number of black and red tokens will be stored in different variables. There are 4 options to choose from and I will have 4 buttons for each option. Each option will change the values of the black and red piles, so they will be updated on the click of that button. The real problem presented here is how the computers turn will be displayed to the user. My thought process is to have a variable for player and computer turns and when the computer selects an option the button will have a physical change such as a change in color, so the user can tell what option had been selected. The dice roll will also always remain until the next roll so the user can tell what the computer has just rolled. It is also obvious that the value of each dice roll with be displayed after every roll. I may also include and end turn button so the player can decide that the computer can take its turn. Then there are the win conditions which will be checked after every turn whether it is the players or the computers which will check if anyone has 0 black tokens and will then check which player has the greater number of red tokens and declare that person as the winner. This will also disable any further rolls and any further option choosing. The reset button will set the tokens back to their default values, and require the dice to be rolled once again.