Create a dice game based on the game pig that allows for 2 – 4 players rolling 1 or 2 dice of any size between 6 and 20. The game should allow the players to choose to what score they wish to play based on the size and number of dice and up to a maximum of 250 points. The game should prompt the users to enter: the number of dice, the size of the dice, the score they wish to play to, a lose-your-turn roll, the number of players, and their names. The game should allow the players to roll the dice as many times as they wish during their turn and add the value of those rolls to their score, but should they roll a lose-your-turn roll, their score should be set to 0 for that turn, their turn should end, and it will be the turn of the next player in line. This cycle should continue until a player reaches the winning score, at which point their name and score should be displayed denoting them as a winner. During the gameplay, the current scores should be displayed at regular intervals, and beginning of turns, end of turns, rolls, and losing rolls should be clearly displayed.