React: WEEKEND
ASSIGNMENT

React – Dice Game

The following exercise contains the following subjects:
- **JSX**
- **Props**
- **State**
- **User Input**

Instructions

We are going to create a fun dice game.
Get the starter images from here
Here is a small demo

Add an input field where players can set the winning score, so that they can change the predefined score of 100.

The player can create a new game whenever they want to.

Rules

- The game has 2 players, playing in rounds.
- In each turn, a player rolls 2 dices as many times as he wishes. **(at least once)**
- Each result will get added to his temporary score. But if the player rolls a double six all his temporary score gets lost. And the turn goes to the next player
- A player can choose to 'Hold', which means that his temporary score gets added to his global score. After that, its the next players turn. (A player must roll the dice once before holdin)
- **Winner of the game**: (One of two options)
    - The first player to reach 100 points. (100 exactly not 101 and not 99)
    - The opposing player passed 100 points in his total score.

Extra:

1. Add how many times the player has won the game

2. Add local storage so our data will be persistent.

3. Add an AI to compete against

4. if you get 6 and 6 hold your event listeners for 1 second and display a message that you got 6 and 6. Can be a funny gif or anything you can think of.

5. Add background music and sound effects.

6. Any other additions are welcome. Go crazy!

Yalla Balagan!