Summary

1. The winner is determined by the player with the closest score to 20, if the person goes over 20 the other player wins

Functionality

1. New game:

Starts a new game

1. Hold:

Stops the score counting and adds the current accumulated score to the main score, this will also swap the current player to the next player to roll the dice

1. Roll dice:

This will show numbers at random and these numbers will be added to the already accumulated score

Languages used

1. HTML
2. Javasript

Credits

1. Designing: Jonas Schmedtsmann
2. Development: Craig Zurcher

Software used

Visual studio