Assignment 3 – AK/ITEC 1620 3.0

Write a program that simulates a game of dice. In this game, players take alternate turns rolling two dice. On each turn, they record the sum of the two dice and add this to their total. If a player rolls a doublet (both dice have the same value), then the player gets to roll again. However, if the doublet is "snake eyes" (both dice have a value of 1) or "box cars" (both dice have a value of 6), then the player loses their next turn instead. The first player to reach a total of 75 will win.

For games to 20, the output should be as follow (note: no user input is required):

Example 1:

Player 1 rolls a 3 and a 3 Player 1 now has 6 Player 1 gets to roll again Player 1 rolls a 5 and a 1 Player 1 now has 12 Player 2 rolls a 5 and a 1 Player 2 now has 6 Player 1 rolls a 5 and a 6 Player 1 now has 23 Player 1 wins with a total of 23

Example 2:

Player 1 rolls a 4 and a 6 Player 1 now has 10 Player 2 rolls a 4 and a 1 Player 2 now has 5 Player 1 rolls a 2 and a 5 Player 1 now has 17 Player 2 rolls a 6 and a 3 Player 2 now has 14 Player 1 rolls a 1 and a 1 Player 1 now has 19 Player 1 loses a turn Player 2 rolls a 1 and a 2 Player 2 now has 17 Player 2 rolls a 3 and a 5 Player 2 now has 25 Player 2 wins with a total of 25

- Note 1: No rolls should occur after a player reaches the winning score (even if they rolled a doublet).
- Note 2: Do not worry about the exact formatting of program output.