

# Forum:[Hack Forums](#)

Thread: [Dice roll game: What do do to only make it roll when I press a key?](#)

ICUP - April 1, 2020, 6:21 am

Hi.

Very beginner here. Just finished the basics yesterday and still watching Automate the Boring Stuff with Python.

I'm trying to write my first dice rolling game but I'd like to add more stuff into it since the tut that I followed was very basic.

I'd like it to roll only when the user is ready / presses a key .

1st roll for Player1 only when player 1 presses a key

1st roll for Player 2 only when player 2 presses a key

2nd roll for Player1 only when player 1 presses a key

and so on

loop until they reach round 3 and finds a winner.

PHP Code

```
<?php
```

```
import random
```

```
player1_name = input("Hi, player 1. Insert your name: ")
```

```
player2_name = input("Hi, player 2. Insert your name: ")
```

```
ready_to_roll = True
```

```
print("Hello " + player1_name + " and " + player2_name + "!")
```

```
print("Are you ready to roll, " + player1_name + "?")
```

```
input("Press enter to continue...")
```

```
def main():
```

```
    player1 = 0
```

```
    player1wins = 0
```

```
    player2 = 0
```

```
    player2wins = 0
```

```
    rounds = 1
```

```
    while rounds != 4:
```

```
        print("Round " + str(rounds))
```

```
        player1 = dice_roll()
```

```
        player2 = dice_roll()
```

```
        print(player1_name + " Roll: " + str(player1))
```

```
        print(player2_name + " Roll: " + str(player2))
```

```
    if player1 == player2:
```

```
        print("Draw!")
```

```

elif player1 > player2:
    player1wins = player1wins + 1
    print(player1_name + " wins!\n")
else:
    player2wins = player2wins + 1
    print(player2_name + " wins!\n")

rounds = rounds + 1

if player1wins == player2wins:
    print("Draw")
elif player1wins > player2wins:
    print("Player 1 wins the game.")
else:
    print("Player 2 wins the game.")

def dice_roll():
    diceRoll = random.randint(1, 6)
    return diceRoll

main()

```

I feel like the main function needs to be changed by I don't know how and I'm stuck.

Thank you!

*ihatevim - April 1, 2020, 12:38 pm*

Code import random

```

def getNames():
    global player1_name
    global player2_name
    player1_name = input("Hi, player 1. Insert your name: ")
    player2_name = input("Hi, player 2. Insert your name: ")

def main():
    getNames()
    print("Hello " + player1_name + " and " + player2_name + "!")
    player1 = 0
    player1wins = 0
    player2 = 0
    player2wins = 0
    rounds = 1

    while rounds != 4:
        print("Round " + str(rounds))
        input(player1_name + ", are you ready to roll? Press any key to continue.")
        player1 = dice_roll()
        print(player1_name + " Roll: " + str(player1))
        input(player2_name + ", are you ready to roll? Press any key to continue.")
        player2 = dice_roll()
        print(player2_name + " Roll: " + str(player2))

```

```

if player1 == player2:
    print("Draw!")
elif player1 > player2:
    player1wins = player1wins + 1
    print(player1_name + " wins!\n")
else:
    player2wins = player2wins + 1
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rounds = rounds + 1

if player1wins == player2wins:
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elif player1wins > player2wins:
    print(player1_name + " wins the game.")
else:
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def dice_roll():
    diceRoll = random.randint(1, 6)
    return diceRoll

```

main()

It's just a matter of using input again without actually caring about input. I got rid of a useless variable (ready\_to\_roll) and put your names into a get name function to help you with what needs to be done next. Your next focus should be to check if the user gave a valid response for the name (a null response will break the program). Following that, you should add a conditional for the counters of the wins of each player so that the game ends early if a player wins twice in a row (e.g. if x wins twice there is no reason for them to roll a third time since it is best 2/3).

Another thing to consider is clean code practices. Get used to following one naming scheme, if you used snake\_case, then keep snake\_case. If you use camelCase, then keep camelCase. Avoid mix and matching.

ICUP - April 1, 2020, 2:03 pm

(Apr 1, 2020 12:38 PM)ihatevim Wrote: [\[CITE\]](#) Code import random

```

def getNames():
    global player1_name
    global player2_name
    player1_name = input("Hi, player 1. Insert your name: ")
    player2_name = input("Hi, player 2. Insert your name: ")

def main():
    getNames()
    print("Hello " + player1_name + " and " + player2_name + "!")
    player1 = 0
    player1wins = 0
    player2 = 0
    player2wins = 0
    rounds = 1

```

```

while rounds != 4:
    print("Round " + str(rounds))
    input(player1_name + ", are you ready to roll? Press any key to continue.")
    player1 = dice_roll()
    print(player1_name + " Roll: " + str(player1))
    input(player2_name + ", are you ready to roll? Press any key to continue.")
    player2 = dice_roll()
    print(player2_name + " Roll: " + str(player2))

    if player1 == player2:
        print("Draw!")
    elif player1 > player2:
        player1wins = player1wins + 1
        print(player1_name + " wins!\n")
    else:
        player2wins = player2wins + 1
        print(player2_name + " wins!\n")

    rounds = rounds + 1

if player1wins == player2wins:
    print("Draw")
elif player1wins > player2wins:
    print(player1_name + " wins the game.")
else:
    print(player2_name + " wins the game.")

```

```

def dice_roll():
    diceRoll = random.randint(1, 6)
    return diceRoll

```

```

main()

```

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Another thing to consider is clean code practices. Get used to following one naming scheme, if you used snake\_case, then keep snake\_case. If you use camelCase, then keep camelCase. Avoid mix and matching.

Huh.

That was very easy. My codes will be very messy for a while, I'm sure.

Thanks for the help!

lockhead - April 3, 2020, 8:21 am

(Apr 1, 2020 02:03 PM)?Neil™ Wrote: [CITE](#) Huh.

That was very easy. My codes will be very messy for a while, I'm sure.

Thanks for the help!

Imao. always my reaction after hunting bugs for 8 hours