10 A number game has two players. Random whole numbers are generated for each player. The numbers are compared and players are given points based on the result of the comparison.

The two-dimensional (2D) array `NumberGenerated[]` stores each number generated for each player. The first dimension stores the player number and the second dimension stores the random whole numbers generated.

The game is played as follows:

- 100 random whole numbers between 1 and 6 inclusive are generated for player 1 and stored in the array.
- 100 random whole numbers between 1 and 6 inclusive are generated for player 2 and stored in the array.
- The first number generated for each player is compared and the player with the higher number is awarded 2 points. If the two numbers are the same, both players are awarded 1 point each.
- The comparisons repeat for all 100 numbers generated.
- The player with the higher total number of points is output as the winner.
- If the players have the same total number of points, a new random whole number is generated for each player and compared. This is repeated until one player has a higher number than the other player. 2 points are added to that player's total number of points, making this player the winner.

Write a program that meets the following requirements:

- input and validate the names of the two players
- generate 100 random whole numbers between 1 and 6 inclusive for each player and store them in the array `NumberGenerated[]`
- calculate and store the total number of points for each player
- output the name and total number of points for each player in descending order of total number of points.

You must use pseudocode or program code **and** add comments to explain how your code works.

You do **not** need to declare any arrays or variables; assume that this has already been done.

All outputs must contain suitable messages.

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