

 NEW GAME

Player 1

0

Player 2

0

CURRENT

0

 ROLL DICE

 HOLD

CURRENT

0

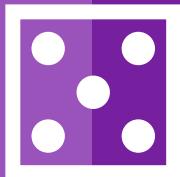
 NEW GAME

Player 1

0

Player 2

0



CURRENT

5

 ROLL DICE

 HOLD

CURRENT

0

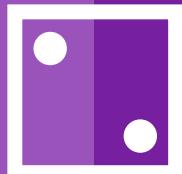
 NEW GAME

Player 1

0

Player 2

0



CURRENT

7

 ROLL DICE

 HOLD

CURRENT

0

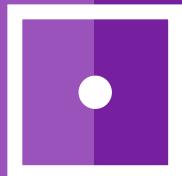
 NEW GAME

Player 1

8

Player 2

0



CURRENT

8

 ROLL DICE

 HOLD

CURRENT

0

When the Dice Rolled #1, then

its now the next player turn

 NEW GAME

Player 1

8

Player 2

0

CURRENT

0

 ROLL DICE

 HOLD

CURRENT

0

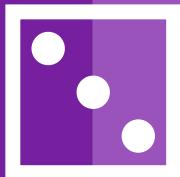
 NEW GAME

Player 1

8

Player 2

0



CURRENT

0

 ROLL DICE

 HOLD

CURRENT

3

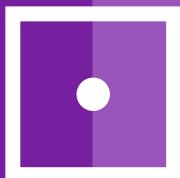
 NEW GAME

Player 1

8

Player 2

4



CURRENT

0

 ROLL DICE

 HOLD

CURRENT

4

 NEW GAME

Player 1

8

Player 2

4

CURRENT

0

 ROLL DICE

 HOLD

CURRENT

0

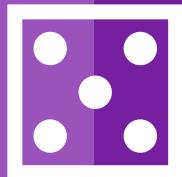
 NEW GAME

Player 1

8

Player 2

4



CURRENT

13

 ROLL DICE

 HOLD

CURRENT

0

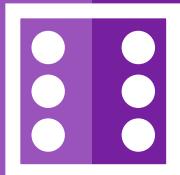
 NEW GAME

Player 1

8

Player 2

4



CURRENT

19

 ROLL DICE

 HOLD

CURRENT

0

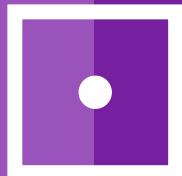
 NEW GAME

Player 1

20

Player 2

4



CURRENT

20

 ROLL DICE

CURRENT

0

 HOLD

 NEW GAME

Player 1

20

Player 2

4

CURRENT

0

 ROLL DICE

 HOLD

CURRENT

0

After N Time, assume:

Player 2 score is say 47 and,

Player 1 score is 36

 NEW GAME

Player 1

36

Player 2

47

CURRENT

0

 ROLL DICE

 HOLD

CURRENT

0

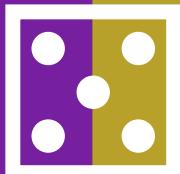
 NEW GAME

Player 1

36

Player 2

52



CURRENT

0

 ROLL DICE

 HOLD

CURRENT

52

Now the Hold Button Functionality,

**Hold button just save the current score of
the user, and begin turn of next user**

 NEW GAME

Player 1

0

Player 2

0

CURRENT

0

 ROLL DICE

 HOLD

CURRENT

0

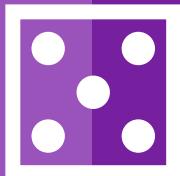
 NEW GAME

Player 1

0

Player 2

0



CURRENT

5

 ROLL DICE

 HOLD

CURRENT

0

Assume, Player 1 hit the Hold Button

 NEW GAME

Player 1

5

Player 2

0

CURRENT

0

 ROLL DICE

 HOLD

CURRENT

0

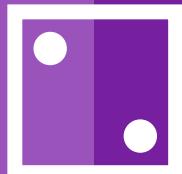
 NEW GAME

Player 1

5

Player 2

0



CURRENT

0

 ROLL DICE

CURRENT

2

 HOLD

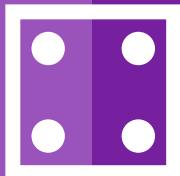
 NEW GAME

Player 1

5

Player 2

0



CURRENT

0

 ROLL DICE

 HOLD

CURRENT

6

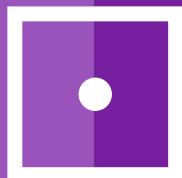
 NEW GAME

Player 1

5

Player 2

0



CURRENT

0

 ROLL DICE

 HOLD

CURRENT

7

 NEW GAME

Player 1

5

Player 2

7

CURRENT

0

 ROLL DICE

 HOLD

CURRENT

0