Cooper Terrones

MAD

Pierce

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MILESTONE 2 Android Project.

USER FLOW: User will interact with app by opening the app on the home screen. Next, the user will be brought to the main game screen. This main screen will generally be the most important screen. On this screen the user can open an informational pop-up, or news screen by clicking the info button. This screen will read the rules of the game (4,5,6). This is arguably one of the most important components as it plays a key role in the user knowing what to do with the app. It is very important to include a functional piece that stands out, and makes sense when interacting with it. The main screen will also have the game board involving three dice. It is important to include the score tally as well, and who has the highest score at any given time. My stretch goal will definitely include, an option where the user will be able to enter in how many people are playing. That way the app will functionally know how many rolls to allow, and will therefore be able to calculate who's roll is highest, and when the game should be over.

PSEUDOCODE(may look funny, but essentially I went through each specific object/element/ attribute i would have to create): The most important part of the puzzle will definitely be whether or not the dice will be an array of images, or physical rolling die themselves. I think it might be very challenging to make the dice actual physical objects. Therefore, my code will probably have to include something like this:

array of dice images {

1,2,3,4,5,6}

random generator for each die, calling on a random photo (1-6);

storing the highest roll at any given time;

information pop-up involving rules of the game;

accessible screen to enter number of players playing in the game (if possible);

labels accounting for each score, or roll;

resettable button if stretch goal of computer being able to count and reset itself is not

accomplished;