**Work in Progress Report**

Major developments/breakthroughs (reference specific code please):

The development was getting the dice to switch randomly and then storing the number in an int.

Major Challenges/setbacks (reference specific code please):

The major setbacks is that genymotion keeps giving me the same error and sometimes the program works and sometime it doesn’t. Now when I try to run it, it doesn’t even load up the thing in the virtual device.

Any modifications to your specifications/release schedule:

No.

**Description of your scratch/test program:**

Describe the generic concept you needed to test out:

The generic concept that we tested out was grabbing the number from nSumofDices, and then putting in the variable nPoint. Then checking if the first roll was 7 or 11 to win. Or if it was 2,3,12 you will lose. Then keep rolling the dice to reach your nPoint before it hits 7 or 11.

Source any web site/book that helped you with that concept:

http://bestill.netfirms.com/MathArt3/Craps/CrapSource.htm

Describe the code and the lesson that you learned from it:

What I learn from this code is that you can store an int, you can keep rolling till it matches the int or till it reaches a certain number.

Describe any challenges that you enjoyed in integrating this scratch code into your major project:

The challenge that we had was storing the int and genymotion not being able to work.