Summary of the implementation:

The dice game called “react-diceZ” which is developed by using Reactjs. I used studio Studio Code and chrome React Developer Tools.

For using Git on macOS, I used brew and yarn.

Actually, I don’t have much experience on Reactjs. Therefore, I spent a lot of time on the Reactjs implementation by fulfilling the requirements and specification of the dice game. I have used a Apps.js to access http content.

Moreover, I have used State with class-based components as bellow structure:

* ./scr/components/Dice.js (access all dice images in the Assets folder)
* ./scr/components/Status.js

For the further improvements on the Reactjs implementation:

* the program should be more well-structured with objected orientated ( O-O ) design
* I should learn how to use Redux for the Middlewares implementation
* I should learn how to work with Webpack , Next.js and React Hooks

As the UX Designer, I should spend time on exploring all user experience involved in playing a dice game.

As the UI Designer, I should use “React UI component libraries and frameworks” in order to create an awesome looking UI. I would like to use the templates and layouts to customize the components to my own design specifications. Moreover, I am very interested to learn how to generate animations in React Apps.