

# Programming Project #1

CIS 2818 – Prof. John P. Baugh  
Oakland Community College - OR

## Objectives

- To create a basic user interface
- To create event listeners and handlers for UI components
- To create a basic test plan
- To produce a fully functional simple game

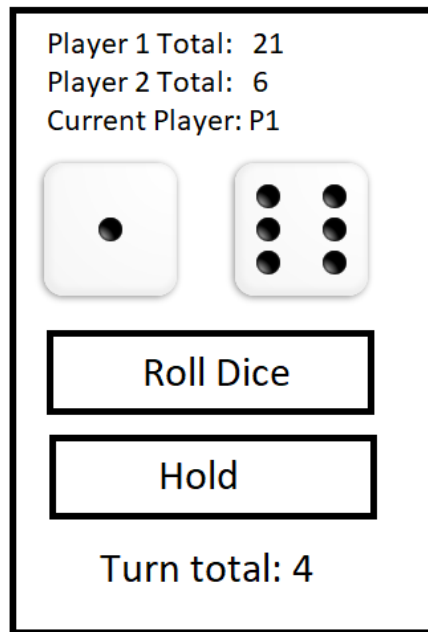
## Instructions

You are charged with the responsibility of creating a basic dice game called **Two-Dice Pig**. The rules of the game are quite simple. There are two dice and two players competing against one another:

- If the player rolls a single 1, they score nothing, and it becomes the next player's turn
- If the player rolls both 1s, their **total score** is lost, and their turn ends
- If the player rolls any other number, it is added to their **turn total**, and the player's turn continues
- If a player chooses to **hold**, their turn total is added to their score, and it becomes the next player's turn
- If a double (both same face value, but not 1s) is rolled, the point total is added to their turn total like normal, **BUT** the player is obligated to roll again
  - This means that they cannot choose to HOLD for the next roll, i.e., the HOLD option is disabled

The **first player to 50** wins.

## Sample UI



- You must use: **buttons, image views, and text views** to complete the assignment
- You must provide a test plan with at least **three days** on separate worksheet tabs indicating the tests that were performed
- Note that dice rolls are a **random event** so they produce discrete random values – use the facilities that Java has available (e.g., the Random class) to help you

## Deliverables

Zip your entire Android Studio project up. **Make sure also to include screenshots of your app running.**

Upload the entire zip file to D2L on or before the due date.