TheStone36 Yesterday at 4:08 PM
That's coming along really well in my opinion

JWAOSTAR Yesterday at 4:09 PM
did you have any issues using it
?

TheStone36 Yesterday at 4:10 PM
So I'm a bit brain dead when it comes to computer stuff but I couldn't figure out how to carry over my custom dice design to the tray to roll them. I assume it has to do with that export/save window that comes up

JWAOSTAR Yesterday at 4:12 PM
Custom dice from the dice creator/painter

TheStone36 Yesterday at 4:14 PM
Yeah I couldn't figure out how to bring the ones I colored and painted over to the tray to roll those ones on it
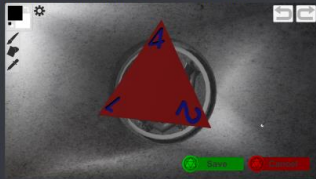
JWAOSTAR Yesterday at 4:15 PM
Did you press save? If so did it bring you back to home, or stay on the same page, or open a save file dialog?

TheStone36 Yesterday at 4:16 PM
I saved it and it opens up a naming prompt and once it's named and saved it appears in the dice gallery but it doesn't take me away from the page no

JWAOSTAR Yesterday at 4:18 PM
so it sent you home and you went to the dice gallery?

TheStone36 Yesterday at 4:18 PM
It did not send me home but I went back to the gallery manually and saw it there

JWAOSTAR Yesterday at 4:22 PM
Interseting, which of these screens were you on:
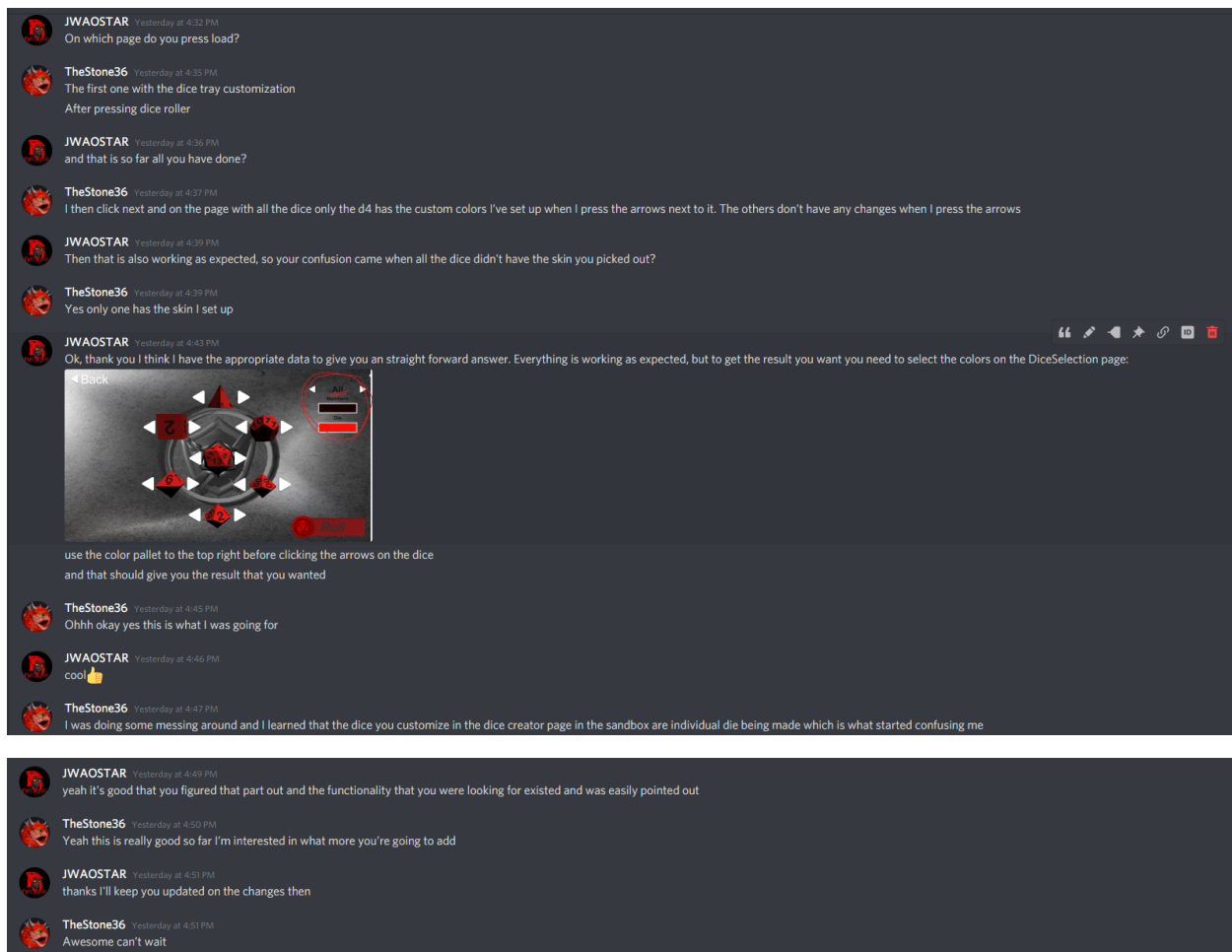

or...give me a sec
this one:

TheStone36 Yesterday at 4:23 PM
The second one. I'll click save from there and then it asks for a name and once I confirm fs name the box disappears but I remain on the page in the second image

JWAOSTAR Yesterday at 4:25 PM
ok, that's supposed to happen that's fine. So back to your main issue you couldn't figure out how to access the dice you have saved when you go to the dice roller?

TheStone36 Yesterday at 4:26 PM
Yeah I couldn't figure out how to bring the dice from the gallery over to the tray to roll them

JWAOSTAR Yesterday at 4:27 PM
Just so I don't ruin the testing process by telling you how to do it immediately, what have you tried so far?

TheStone36 Yesterday at 4:30 PM
I've clicked export for it and gave it a name and saved that. Afterwards I'd go to the tray and press "load" but from there I can't find any files and when I move on to the next page of all the dice there's only 1 dice I'm able to use the arrows to swap to but it doesn't have the color and paint for the others

JWAOSTAR Yesterday at 4:32 PM
On which page do you press load?

TheStone36 Yesterday at 4:35 PM
The first one with the dice tray customization
After pressing dice roller

JWAOSTAR Yesterday at 4:36 PM
and that is so far all you have done?

TheStone36 Yesterday at 4:37 PM
I then click next and on the page with all the dice only the d4 has the custom colors I've set up when I press the arrows next to it. The others don't have any changes when I press the arrows

JWAOSTAR Yesterday at 4:39 PM
Then that is also working as expected, so your confusion came when all the dice didn't have the skin you picked out?

TheStone36 Yesterday at 4:39 PM
Yes only one has the skin I set up

JWAOSTAR Yesterday at 4:43 PM
Ok, thank you I think I have the appropriate data to give you an straight forward answer. Everything is working as expected, but to get the result you want you need to select the colors on the DiceSelection page:

use the color pallet to the top right before clicking the arrows on the dice
and that should give you the result that you wanted

TheStone36 Yesterday at 4:45 PM
Ohhh okay yes this is what I was going for

JWAOSTAR Yesterday at 4:46 PM
cool 👍

TheStone36 Yesterday at 4:47 PM
I was doing some messing around and I learned that the dice you customize in the dice creator page in the sandbox are individual die being made which is what started confusing me

JWAOSTAR Yesterday at 4:49 PM
yeah it's good that you figured that part out and the functionality that you were looking for existed and was easily pointed out

TheStone36 Yesterday at 4:50 PM
Yeah this is really good so far I'm interested in what more you're going to add

JWAOSTAR Yesterday at 4:51 PM
thanks I'll keep you updated on the changes then

TheStone36 Yesterday at 4:51 PM
Awesome can't wait

User with no background in programming or IT was able to navigate menus easily. Some events and functionalities however where not clear enough such as when a dice is saved in DiceSelector, out of the painter. This also lead to a misconception of what saving the dice would do when the user moved to the roller. User was able to determine where the dice he made could be accessed for the roller but was expecting all the dice to have this color pattern. While the desired result can be reached, as explained in the conversation it seems that there must be a more evident way to show the menu functionality such as a tutorial. Notifications may also be needed on saves to clearly indicate where the save is stored.