Design Document  
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**Statement of Goals:**

This will be the second working application I develop. Personally, I would like to improve my documentation of drafts, improve my own draft saving system using onenote. I also aim to hone my existing if,else if, else statements, for loop, while loop, and random number generating skills by applying my knowledge practically.

**Functional Specification:**

This program will not involve JOptionpane, it will only show the results of the game and the amount of trials it took to win.

**Technical Specification:**

6 variables will be created to allocate for the 6 dice rolls. If statements are used after the 6 dice rolls so it dictates the print statement based on the results from the randomizer. For loop is used to loop the whole process of creating 6 variables on the basis of randomizer.

**Reflection:**

In this project I had a better view of For loops. I also was able to hone my If statements. I found a different way of using it this time compared to the last assignment. I wish I had a way of adding images or gifs that makes it look like the user is actually rolling dice. I had to refer back to old notes when creating variables. I hope to create variables without referring to old notes soon. It is disappointing that I have yet to memorise creating variables at this point in time. Initially it was planned to not have JOption pane because of its intricate nature and creativity was planned to be explored via playing around with the algorithm((⅙)^6 for example), but I decided the program will have a more professional feel if I added JOptionPane.