

Product Backlog for General Dice Game Project:

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1. Feature: Display Dice

Description: Display five dice on the game interface.

How to Demo: Start the game, roll the dice, and observe the five dice displaying random values.

Notes: Learning goals include UI component creation and dynamic updating.

2. Feature: Dice Rolling

Description: Implement the functionality to roll the dice when the "Roll" button is clicked.

How to Demo: Start the game, click the "Roll" button, and observe the dice values changing randomly.

Notes: Learning goals include understanding event handling in Swing, random number generation, and updating UI components.

3. Feature: Display Remaining Rolls

Description: Show the number of remaining rolls to the player.

How to Demo: Start the game, roll the dice a few times, and observe the remaining rolls count updating.

Notes: This feature improves user feedback and requires working with labels and UI updates.

4. Feature: Score Combinations

Description: Implement the scoring logic for different combinations (e.g., pairs, triples, full house, etc.).

How to Demo: Roll the dice and select a combination, and observe the score updating accordingly.

Notes: Learning goals include algorithm design for scoring and implementing scoring logic.

5. Feature: Remove Dice

Description: Remove certain dice/s after rolling.

How to Demo: Roll the dice, click on a certain dice, and observe their state changing.

Notes: This feature adds interactivity to the dice and requires button states management.

6. Feature: Game Over Screen

Description: Display a "Game Over" screen with the player's final score.

How to Demo: Finish a game, observe the "Game Over" screen with the score displayed.

Notes: This feature enhances the game's feedback and end-user experience.

7. Feature: New Game

Description: Allow the player to start a new game.

How to Demo: Start a game, play a few turns, click "New Game," and observe the game resetting.

Notes: This feature demonstrates event handling for game reset and reinforces GUI interactions.

8. Feature: Exit Game Button

Description: Implement the "Exit" button to exit the game when clicked.

How to Demo: Start a game, click "Exit," and observe the game closing.

Notes: Learning goals include adding functionality to UI buttons.

9. Feature: User-Friendly Interface (Topic of choice)

Description: Enhance the game's user interface with improved graphics, layouts, and feedback.

How to Demo: Start the game and observe the visually appealing and responsive UI elements.

Notes: Learning goals encompass GUI design principles, visual aesthetics, and user experience (UX).

10. Feature: Version Control Integration (Topic of choice)

Description: Implement version control for the project using Git

How to Demo:

Set up a version control repository for the project.

Commit code changes to the repository.

Demonstrate the ability to track changes, manage branches, and collaborate with team members using version control.

Notes: This feature is essential for effective collaboration, code tracking, and managing project history. It also aligns with the professional skill of using version control systems.