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FINAL PROJECT

Application for supporting dice games

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Abstract

This paper presents the development and evaluation of a mobile application, built with Kotlin, that enhances dice games by integration of artificial intelligence (AI) and image recognition. The application features an AI algorithm that adapts to the player's skill level, providing a dynamic and challenging opponent across various dice games. Additionally, it includes a dice image recognition system for real-time detection of dice rolls, ensuring a seamless gaming experience. The app simulates several classic dice games, such as *Pig*, *Balut*, and *Greed*. This paper also discusses the technical challenges encountered during the implementation of these features. It compares the application's performance and user experience to traditional dice games, with a focus on the integration of AI and the impact of image recognition on gameplay.

Key words

Kotlin, Android development, Computer Vision, Jetpack Compose

Tytuł pracy

Aplikacja do wspomagania gry w kości

Streszczenie

W tym artykule przedstawiono rozwój i ocenę aplikacji mobilnej, zbudowanej w języku Kotlin, która ulepsza gry w kości poprzez integrację sztucznej inteligencji (AI) i rozpoznawania obrazu. Aplikacja zawiera algorytm AI, który dostosowuje się do poziomu umiejętności gracza, zapewniając dynamicznego i wymagającego przeciwnika w różnych grach w kości. Ponadto zawiera system rozpoznawania obrazu kości do wykrywania rzułów kością w czasie rzeczywistym, zapewniając płynne wrażenia z gry. Aplikacja symuluje kilka klasycznych gier w kości, takich jak *Pig*, *Balut* i *Greed*. W artykule omówiono również wyzwania techniczne napotkane podczas wdrażania tych funkcji. Porównano wydajność aplikacji i wrażenia użytkownika z tradycyjnymi grami w kości, ze szczególnym uwzględnieniem integracji AI i wpływu rozpoznawania obrazu na rozgrywkę.

Słowa kluczowe

Kotlin, rozwój Androida, Wizja komputerowa, Kompozycja Jetpack

Contents

1	Introduction	1
1.1	Objectives	1
1.2	Project Requirements	2
1.3	Thesis Structure	2
2	Requirements and tools	5
2.1	Functional Requirements	5
2.2	Non-functional Requirements	6
2.3	Use Case Modelling	6
2.4	Description of Tools and Technologies	8
2.4.1	Technologies and Tools	8
2.4.2	Libraries	11
3	Problem Analysis	13
3.1	Computer Vision	14
3.1.1	Challenges in Dice Recognition	14
3.1.2	Image Preprocessing	15
3.2	Model Architecture	15
3.2.1	Detection Pipeline	16
3.3	Asynchronous Processing	17
3.3.1	Coroutine Scope	17
3.3.2	Launching Coroutines	17
3.3.3	Suspend Functions	17
3.3.4	Error Handling	18
3.3.5	Interface Responsiveness	19
3.4	Gameplay	19
3.4.1	Scoring Algorithm	19
3.4.2	Adaptive AI	20
3.4.3	Game Mechanics	21
3.5	Existing Solutions	22
3.5.1	D3-Deep-Dice-Detector	22

3.5.2	Dice Scores Recognition	22
3.5.3	Zilch-Dice	22
3.5.4	Flutzy	23
3.5.5	Python-Dice	23
3.5.6	Dice Detection	23
4	External Specification	25
4.1	Hardware and Software Requirements	25
4.1.1	Hardware Requirements	25
4.1.2	Software Requirements	25
4.2	Installation Procedure	26
4.2.1	APK Download	26
4.2.2	Building with Android Studio	26
4.3	Types of Users	27
4.4	User Manual	27
4.4.1	Navigating the App	27
4.4.2	Game Interface	27
4.4.3	Virtual Mode	28
4.4.4	Classic Boards	28
4.4.5	Game Objectives	29
4.4.6	Game Controls: Interacting with the Game	30
4.4.7	Instruction	33
4.4.8	Settings	33
4.4.9	Statistics	33
4.5	System Administration	33
4.5.1	Application Maintenance	34
4.5.2	Data Management	34
4.6	Security Issues	35
4.6.1	Data Handling	35
4.6.2	Communication and API	36
4.6.3	Code Security	36
4.7	Security Considerations	36
4.7.1	Data Protection	37
4.7.2	System Security	37
4.7.3	Future Enhancements	37
4.8	Working scenarios	38
5	Internal Specification	41
5.1	System Architecture	41
5.2	Methodology of Design and Implementation	42

5.2.1	Design Process	42
5.2.2	Model Training	43
5.2.3	Project Timeline	43
5.3	Data Structures and Data Management	44
5.3.1	Data Models	44
5.3.2	Data Management	46
5.4	Components, Modules, and Classes	47
5.4.1	Application Classes	47
5.5	Algorithms and Implementations	48
5.5.1	Image Processing Pipeline	48
5.5.2	AI Strategy System	49
5.5.3	Statistics System	49
5.6	Applied Design Patterns	50
5.7	UML Diagrams	50
5.7.1	Class Diagram	50
5.7.2	Models Diagram	50
5.7.3	Structure Diagram	51
5.8	Sequence Diagrams	51
5.8.1	Game Flow Sequence	51
5.8.2	Virtual Mode Sequence	52
5.8.3	Analytics Flow Sequence	53
6	Verification and Validation	57
6.1	Testing	57
6.2	Test Cases and Testing Scope	59
6.2.1	Full Testing	59
6.2.2	Partial Testing	60
6.3	Detected and Fixed Bugs	61
6.4	Results of Experiments	62
7	Conclusions	63
Bibliography		67
Index of abbreviations and symbols		71
List of Listings		73
List of additional files in electronic submission		75
List of figures		77

Chapter 1

Introduction

In recent years, mobile gaming has seen rapid growth, yet many games fail to deliver the complexity and engagement necessary for long-term player retention¹. Traditional dice games, with their simple rules and strategic depth, offer an opportunity to innovate within the mobile gaming space. However, many mobile dice games often fall short due to *predictable AI behavior* and a lack of meaningful player feedback [1]. This can lead to gameplay that feels repetitive, with easily exploitable strategies and minimal opportunities for players to improve [2]. Such shortcomings often result in disengaged players who struggle with steep learning curves, lacking any real insights into their progress.

1.1 Objectives

This thesis presents the development of a mobile application designed to support and enhance dice games through the integration of *artificial intelligence (AI)* and *image recognition technology*. The goal of this project is to create an immersive, intelligent, and interactive mobile gaming experience by addressing the following key objectives:

1. To implement an adaptive AI system that adjusts to the player's skill level across various dice games.
2. To develop an image recognition system that allows users to simulate dice rolls using their device's camera.
3. To enhance the user experience by providing dynamic gameplay, real-time interaction, and a seamless transition between the physical and digital worlds.

¹Dice games have a rich history dating back thousands of years, with early examples found in ancient cultures such as Mesopotamia and Egypt. The simplicity and randomness of dice rolls have made them a staple in games of chance and strategy.

1.2 Project Requirements

This section outlines the essential requirements that the project aims to fulfil to achieve its objectives.

- Support for classic dice games such as *Pig*, *Balut*, and *Greed*.
- Integration of an AI engine capable of adapting to player strategies and behaviors.
- Real-time image recognition to detect dice patterns and simulate rolls.
- A mobile application built with *Kotlin* and *Jetpack Compose* for a responsive and intuitive interface.
- Efficient performance with real-time gameplay and minimal latency.

The application is built using *Kotlin* and *Jetpack Compose*, offering a blend of traditional dice game mechanics and modern technological enhancements. The AI component provides a *challenging and adaptive opponent*, while the image recognition system offers a seamless gaming experience that bridges the gap between the physical and virtual worlds.

1.3 Thesis Structure

This thesis is structured into seven chapters, each addressing a specific aspect of the project.

1. Chapter 1 introduces the mobile gaming landscape, along with the project's goals and requirements.
2. Chapter 2 outlines the system requirements, architecture design, data model, user interface, and AI model design.
3. In Chapter 3, the problem is assessed, exploring the mechanics of dice games, the role of artificial intelligence (AI) in gaming, and the architecture of mobile applications.
4. The external specifications are detailed in Chapter 4, covering the development of the Android application, integration with TensorFlow Lite, and the implementation of player analytics and game mechanics.
5. Chapter 5 covers the internal specifications, including unit testing, integration testing, and user acceptance testing, as well as performance analysis and evaluation of the AI model.

6. Verification and validation processes are discussed in Chapter 6, ensuring the system meets its requirements and functions correctly.
7. Finally, Chapter 7 summarizes the key elements of the thesis, reflecting on its achievements, limitations, and offering suggestions for future improvements.

Chapter 2

Requirements and tools

The project requirements outline the system's expected functions and performance, detailing the features and capabilities that meet user needs. This forms the foundation for designing and implementing the system's core functionalities.

2.1 Functional Requirements

Functional requirements define the specific behavior and functions of the system. For the dice game application, these include:

1. **Basic Functions:** The system must implement fundamental dice game mechanics, including:
 - Ability to play classic dice games
 - Rolling dice with randomized results
 - Holding selected dice between rolls
 - Banking scores based on game rules
 - Displaying current turn results and game progress
2. **AI Opponent:** The system should feature an AI opponent that dynamically adapts to player behavior and skill level.
3. **Game Variants:** The application should support a variety of dice games, providing diverse gameplay options.
4. **Player Analytics:** The system should track and analyze player statistics to inform AI decision-making.
5. **User Interface:** The application should provide an intuitive and consistent user interface for all game variants.

6. **Real-Time Feedback:** Users should receive performance feedback to understand and improve their gameplay strategies.
7. **Image Recognition:** The system should accurately detect and recognize physical dice through the device camera, detecting dice faces in real-time and accurately recognizing pip values.

2.2 Non-functional Requirements

Non-functional requirements are essential for ensuring the quality and performance of the system. They help address issues such as latency, scalability, usability, reliability, and security. For the application, the following non-functional requirements are identified:

1. **Performance:** The application should deliver a smooth user experience on mobile devices, with minimal latency in AI decision-making.
2. **Scalability:** The system should be able to handle an increasing number of users and game variants.
3. **Usability:** The user interface should be easy to navigate and accessible to diverse users.
4. **Reliability:** The application should consistently provide accurate AI behavior and player analytics, maintaining user satisfaction.

2.3 Use Case Modelling

Use cases describe how users interact with the system, illustrated using UML diagrams that visualize user interactions and the application's features.

Main Menu Use Case

Upon launching the application, users encounter the main menu, the central hub for interaction. This interface offers access to various game modes, settings, statistics, and instructional materials. The main menu serves as the gateway to core functionalities that shape the user experience.

Users can start a new game by selecting either the classic or custom game mode, allowing them to engage with predefined rules or define their own gameplay mechanics. Additionally, users can view detailed player statistics, offering insights into their performance, achievements, and progress over multiple sessions. Users can also view the settings menu which allows players to configure game parameters such as difficulty level, audio preferences, and visual themes. For guidance, the game rules and instructions provide

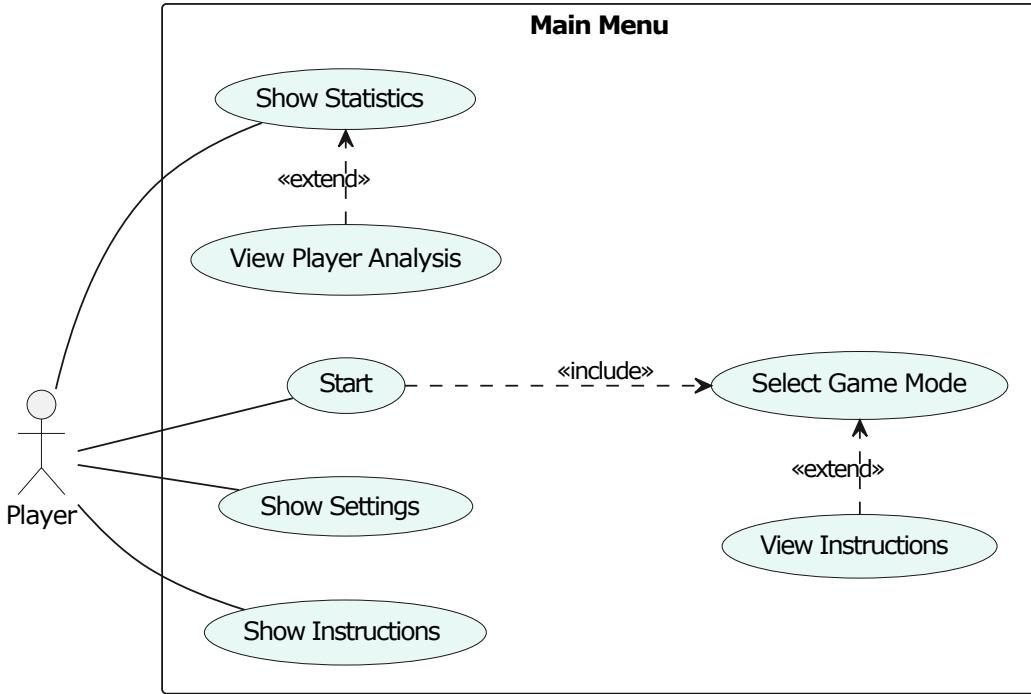


Figure 2.1: Use case for the game's main menu.

an accessible reference for understanding game mechanics and strategies. Furthermore, the menu integrates virtual dice detection, enabling users to interact with real-world dice through image recognition. Table 2.1 summarizes the key interactions available in the main menu.

Actor	Description
Player	Start Game: Initiates gameplay by selecting either classic or custom game modes.
Player	Show Settings: Provides access to customization options, including difficulty levels and interface preferences.
Player	Show Instructions: Displays an overview of game mechanics and rules for user reference.
Player	Show Statistics: Enables users to track their performance and game history.
Player	View Player Analysis: Offers in-depth statistics on past games, allowing players to analyze trends and optimize strategies.

Table 2.1: Main Menu Use Case Interactions

Game Use Case

The game system encapsulates core gameplay mechanics, providing an interactive experience where players can engage with dice-based games in both physical and digital formats. The gameplay revolves around rolling dice, making strategic decisions, and com-

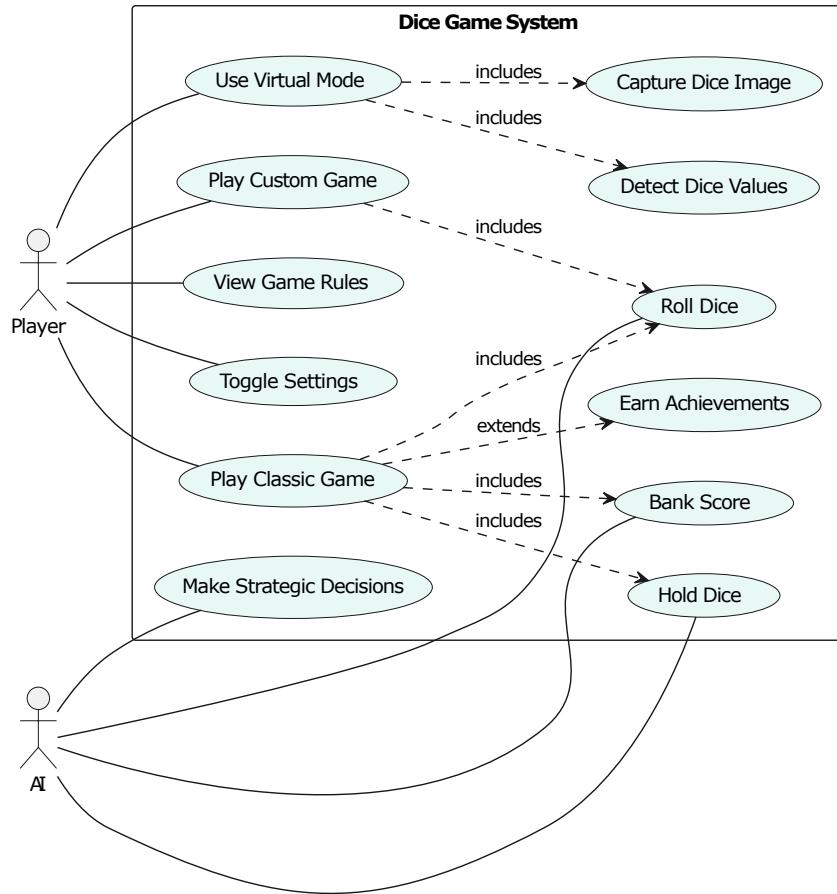


Figure 2.2: Use case for the game’s core gameplay.

peting against AI opponents, which introduces an element of challenge and unpredictability.

Players can roll dice using the virtual interface or capture dice rolls via image recognition, allowing seamless integration between physical and digital gaming experiences. During gameplay, players can choose to hold specific dice to optimize their strategy or bank points to secure their score. AI opponents actively participate by making decisions based on game state and probability calculations, creating a competitive and dynamic environment. Table 2.2 presents the key interactions in the game system.

2.4 Description of Tools and Technologies

2.4.1 Technologies and Tools

Kotlin

Kotlin is a modern programming language that offers features like null safety, extension functions, and interoperability with Java, making it a preferred choice for Android development. Kotlin was chosen for this project to write the entire application code because of these advantages: its concise syntax reduces boilerplate and enhances readability, while its

Actor	Description
Player	Play Classic Game: Engage in traditional dice games with predefined rules.
Player	Play Custom Game: Define custom rules and gameplay parameters.
Player	Roll Dice: Facilitates rolling dice either manually or through virtual detection.
Player	Hold Dice: Enables holding specific dice to optimize strategy.
Player	Bank Score: Secure points and prevent potential losses.
Player	Earn Achievements: Rewards for reaching milestones and completing challenges.
Player	Use Virtual Mode: Integrates augmented reality for real-world dice detection.
Player	Capture Dice Image: Enables dice roll capture via image recognition.
Player	Detect Dice Values: Processes dice images and updates game states accordingly.
AI	Make Strategic Decisions: Evaluates game conditions to make optimal moves.

Table 2.2: Game Use Case Interactions

features like null safety improve application stability by reducing the risk of null pointer exceptions. Furthermore, its seamless integration with the Java ecosystem ensures that it can readily use Java libraries and existing Android code, and the language's ability to be compiled down to bytecode means increased cross-platform support. These advantages together result in enhanced productivity and maintainability [3].

Roboflow

Roboflow is a computer vision platform that offers tools for dataset management, model training, and deployment [4]. Roboflow was selected for this project because it significantly simplifies the process of building and deploying a custom dice detection model. The platform's efficient dataset preparation and augmentation capabilities helped improve the robustness of the model despite not having a large custom dataset [5]. Moreover, its tools for model training and optimization allowed for the efficient creation of a model suitable for mobile deployment. Importantly, Roboflow's managed API provides a seamless way to integrate the trained model into the Android application, enabling real-time inference capabilities that are crucial for the interactive dice-recognition component of the application, thereby enhancing the application's performance and reliability.

Figma

Figma is a collaborative interface design tool that was used to create the application's initial designs and prototypes [6]. Figma was used due to its collaborative nature allowing different stakeholders to collaborate during the design process and provide fast feedback. The tool provided a good level of functionality, and was used to create the user interface that could be implemented in the project, saving time during the development process, reducing effort.

Git

Git is a distributed version control system that allows developers to track changes in their code-base through GitHub, collaborate with others, and manage project history efficiently. Git, hosted by GitHub, was chosen for source code management in this project because it enables collaborative development, allowing multiple developers to work on the project simultaneously without encountering conflicts. Additionally, Git's ability to track code versions is essential for maintaining the project's history, enabling developers to revert to previous states and maintain overall code integrity efficiently [7].

Android Studio

Android Studio is the official integrated development environment for Android development, providing tools for building, testing, and debugging Android applications. Android Studio was used because it provides a comprehensive toolset that enables an efficient workflow. Its features, including a code editor, debugging tools, and emulator support, are essential for developing Android applications quickly and effectively. The deep integration with the Android platform helps in ensuring the application works well on the intended target platform [8].

Jetpack Compose

Jetpack Compose is a modern toolkit for building native Android UI, offering a declarative approach that simplifies UI development and enhances code readability. It provides modular re-composition, allowing UI elements to update independently, which optimizes UI rendering efficiency. Although comparisons suggest that XML-based layouts may achieve better rendering speeds in certain scenarios, Jetpack Compose was chosen for its advantages in terms of flexibility, maintainability, and modern approach to Android UI development [9]. Jetpack Compose also allows for fast and iterative development, which is beneficial for this project [10].

2.4.2 Libraries

Dagger-Hilt

Dagger-Hilt is a dependency injection library for Android that simplifies the setup and management of dependencies in Android applications. Dagger-Hilt was used in this project because it greatly reduces boilerplate code related to dependency injection, improving code modularity and making the project more testable. This is especially important for larger projects, allowing for more structured and organised code. It allows the application to easily scale, and can help with long-term maintainability [11].

Lottie Animation

Lottie is a library for rendering animations in real-time, allowing developers to use animations created in Adobe After Effects in their applications. Lottie was selected for its capabilities in rendering vector-based animations smoothly and efficiently, enhancing the application's user interface. Lottie allowed animations to be created by UI/UX designers using their own tools and then be added into the application without requiring the implementation to be done by programmers. This allows for smoother animations and reduces the technical complexity and improves the user experience [12].

Vico Charts

Vico Charts is a library for creating interactive and customizable charts in Android applications, providing a variety of chart types and features. Vico Charts was chosen because it offers a wide range of chart types and features that make it easy to represent data visually and dynamically. Vico Charts allows users to more easily interpret their data, and the library's extensive customization options enable the data to be displayed attractively and consistently with the user interface [13].

Timber

Timber is a logging library for Android that provides a simple and flexible API for logging messages, making it easier to manage log output in Android applications. Timber was used for logging in this project to simplify and standardise the process of logging events and debugging information. Timber removes the clutter that comes from logging, and offers an elegant and easily readable interface and functionality for developers, thereby aiding in debugging and monitoring the application's behavior [14].

JUnit 5

JUnit 5 is composed of several modules, including JUnit Jupiter which is a combination of the programming and extension model for writing tests and extensions in JUnit

5 [15]. JUnit 5 was chosen as the testing framework because of its modern architecture which allows for cleaner and more maintainable tests. It provides advanced testing functionalities and allows for an ease of development, allowing for the implementation of unit and integration tests with ease.

Chapter 3

Problem Analysis

Developing a dice game that uses computer vision and artificial intelligence presents unique challenges. This chapter systematically explores these challenges and the solutions implemented in the proposed solution. It is organized into several sections, each addressing a key aspect of the project:

- **Computer Vision:** Explores the technical hurdles in dice detection and recognition, including lighting variations, perspective distortions, background complexities, and real-time processing requirements. It also discusses the image preprocessing techniques employed to enhance detection accuracy.
- **Model Architecture:** Details the design and implementation of the AI model, including the selection of pre-trained object detection models, training on custom datasets, and integration with Roboflow's Inference API for efficient dice recognition.
- **Asynchronous Processing:** Describes the use of Kotlin Coroutines to manage background tasks, ensuring a responsive user interface. This section covers coroutine scopes, launching coroutines, suspend functions, and error handling mechanisms.
- **Gameplay:** Analyzes the core game mechanics, including the scoring algorithm, adaptive AI behaviors, and the overall game flow. It highlights how these elements contribute to an engaging and balanced gameplay experience.
- **Existing Solutions:** Reviews current approaches and technologies in virtual dice games, and dice detection and recognition, comparing various models and platforms to contextualize the thesis solution's contributions and improvements.

By addressing these components, the chapter lays the foundation for understanding the technical and strategic decisions that underpin the development of a robust and engaging dice game application.

3.1 Computer Vision

Computer vision plays an important role in seamlessly integrating physical dice into digital gameplay. This section delves into the challenges and solutions associated with dice detection and recognition, highlighting the critical techniques and advancements in the field.

Computer vision is an essential component in developing applications that interact with the physical world through visual data. It encompasses a wide range of techniques and algorithms designed to enable machines to interpret and understand visual information [16]. One of the foundational works in this domain is Szeliski's comprehensive guide, which explores fundamental algorithms and their applications across various sectors. This work provides invaluable insights into image processing, feature detection, and machine learning techniques that are crucial for advancing modern computer vision applications.

The advent of deep learning has revolutionized computer vision, particularly through convolutional neural networks (CNNs) that have demonstrated exceptional performance in image classification tasks [17]. These networks have enabled more accurate and efficient processing of visual data, thereby enhancing the capabilities of computer vision systems.

A significant advancement in real-time object detection is the YOLOv3 architecture introduced by Redmon and Farhadi. YOLOv3 balances speed and accuracy effectively, making it highly suitable for applications requiring real-time performance [18]. This architecture has been instrumental in improving the efficiency of object detection tasks, including the recognition of dice in dynamic environments.

Current surveys underscore the continuous innovations and emerging trends in deep learning algorithms for image classification. These advancements emphasize the growing applicability and performance enhancements of computer vision technologies in various applications [19]. The integration of these cutting-edge techniques is fundamental to overcoming the challenges inherent in dice detection and recognition, thereby facilitating a more immersive and interactive gaming experience.

3.1.1 Challenges in Dice Recognition

The implementation of accurate dice recognition presents several technical challenges:

- **Lighting Variations:** Dice faces appear differently under various lighting conditions. This includes shadows that can obscure the patterns of pips on the dice, reflective surfaces causing glare, and significant differences between indoor and outdoor lighting that affect contrast and visibility.
- **Perspective and Orientation:** The system must handle dice captured at different angles, which affects how pips appear in the image. Multiple dice can overlap or

occlude each other, and the distance between the camera and dice impacts pip visibility and overall recognition accuracy.

- **Background Complexity:** Various playing surfaces can affect detection reliability. Similar patterns in the background may trigger false positives, while moving backgrounds, such as when playing on unstable surfaces, can further complicate the detection process.
- **Real-time Processing Requirements:** The system must process frames quickly for a responsive user experience. This involves careful management of battery consumption and memory usage, requiring optimized processing algorithms and efficient resource management.

3.1.2 Image Preprocessing

The system employs a sophisticated preprocessing pipeline that enhances image quality for more accurate recognition:

```
1  private suspend fun preprocessImage(bitmap: Bitmap): Bitmap {
2      return withContext(Dispatchers.Default) {
3          try {
4              // Step 1: Convert to RGB if needed
5              val rgbBitmap = ensureRGBFormat(bitmap)
6
7              // Step 2: Enhance contrast and normalize lighting
8              val enhancedBitmap = enhanceContrast(rgbBitmap)
9
10             // Step 3: Scale while maintaining aspect ratio
11             val scaledBitmap = scaleWithAspectRatio(enhancedBitmap, TARGET_SIZE)
12
13             // Step 4: Apply noise reduction
14             val finalBitmap = reduceNoise(scaledBitmap)
15
16             Timber.d("Preprocessing completed successfully")
17             finalBitmap
18         } catch (e: Exception) {
19             Timber.e(e, "Error during image preprocessing")
20             // Fallback to basic scaling if enhancement fails
21             Bitmap.createScaledBitmap(bitmap, TARGET_SIZE, TARGET_SIZE, true)
22         }
23     }
24 }
```

Listing 3.1: Image Preprocessing Pipeline

3.2 Model Architecture

The dice recognition system leverages a pre-trained object detection model from Roboflow [5]. The model processes images at 640x640 resolution and was trained on a custom

dataset of 250 images, supporting six distinct classes representing dice faces 1-6. Developed and hosted on Roboflow's platform, it provides efficient object detection capabilities through their API service.

The model is then accessed through Roboflow's Hosted Inference API, with preprocessing handling:

- RGB format conversion
- Image scaling to the required 640x640 dimensions
- Confidence threshold (set at 0.4 for reliable detections)

For each detected die, the model outputs bounding box coordinates, confidence scores, and class labels, which the application processes to update the game state.

3.2.1 Detection Pipeline

The detection pipeline evolved throughout development, starting with a basic implementation and later expanding to include more sophisticated preprocessing and validation.

The initial detection process followed a straightforward approach:

```

1 suspend fun detectDice(bitmap: Bitmap): List<Detection> {
2     return withContext(Dispatchers.Default) {
3         try {
4             // Preprocess the image
5             val processed = preprocessImage(bitmap)
6             // Run inference
7             val detections = roboflowRepository.detectDice(processed)
8             // Post-process results
9             filterAndValidateDetections(detections)
10        } catch (e: Exception) {
11            Timber.e(e, "Error detecting dice")
12            emptyList()
13        }
14    }
15 }
```

Listing 3.2: Initial Dice Detection Pipeline

The pipeline was later enhanced to improve detection reliability through:

- **Advanced Preprocessing:** Implementation of RGB format conversion, contrast enhancement, and adaptive scaling while maintaining aspect ratios.
- **Robust Validation:** Addition of comprehensive detection validation including aspect ratio checks, minimum size requirements, and position validation.
- **Quality Filters:** Implementation of confidence threshold and noise reduction techniques.

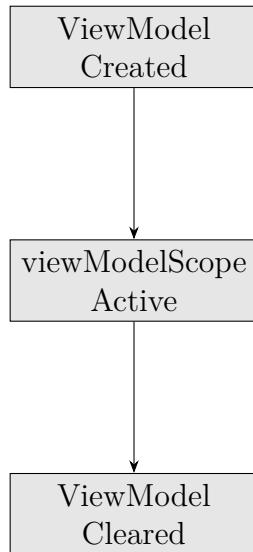
This enhanced pipeline significantly improved detection accuracy and reliability across various lighting conditions and capture scenarios.

3.3 Asynchronous Processing

Kotlin Coroutines are utilized to efficiently manage asynchronous updates, ensuring the application remains responsive. This section explores the benefits of coroutines and their role in handling background tasks within the application.

3.3.1 Coroutine Scope

The `viewModelScope` is tied to the lifecycle of the ViewModel. This ensures that coroutines are automatically canceled when the ViewModel is cleared, preventing memory leaks and unnecessary processing.



3.3.2 Launching Coroutines

The `launch` function starts a new coroutine, allowing non-blocking execution. This is crucial for processing tasks like dice value detection or data loading, which can be time-consuming.

```
1 viewModelScope.launch {  
2     // Load vibration setting  
3     dataStoreManager.getVibrationEnabled()  
4         .collect { enabled -> _vibrationEnabled.value = enabled }  
5 }
```

Listing 3.3: Launching a Coroutine

3.3.3 Suspend Functions

Suspend functions are a key feature of Kotlin's coroutine system, marking functions that can be paused and resumed. These functions can only be called from within a coroutine or another suspend function, ensuring proper asynchronous execution.

```

1 fun rollDice() {
2     if (isRolling.value || !isRollAllowed.value) return
3     viewModelScope.launch {
4         trackDecision()
5         trackRoll()
6         _isLoading.value = true
7         val results = diceManager.rollDiceForBoard(_selectedBoard.value)
8         if (_vibrationEnabled.value) provideHapticFeedback()
9         // Process game state after rolling
10        val newState = processGameState(results)
11        _gameState.value = newState
12    }
13 }

```

Listing 3.4: Suspend Function Example

In this example, the `rollDice` function is designed to manage the dice-rolling process within the game. It is executed within a coroutine scope using `viewModelScope.launch`, which allows it to perform asynchronous operations without blocking the main thread. This ensures that the UI remains responsive while the dice are being rolled.

The function begins by checking if a roll is already in progress or if rolling is not allowed, returning early if either condition is true. This prevents unnecessary operations and ensures that the game logic is executed only when appropriate.

Within the coroutine, the function tracks the player's decision and roll actions, providing valuable data for game analytics. It then sets a loading state to indicate that a roll is in progress. The actual dice rolling is performed by the `diceManager`, which returns the roll results.

If vibration feedback is enabled, the function provides haptic feedback to enhance the user experience. Finally, the function processes the game state based on the roll results and updates the game state accordingly.

The use of coroutines in this function allows for efficient management of asynchronous tasks, ensuring that the game logic is executed smoothly and without interruption. This design pattern is essential for maintaining a responsive and engaging user interface in a coroutine-based architecture.

3.3.4 Error Handling

The `try-catch` block within the coroutine handles exceptions, ensuring errors are logged and managed gracefully. This prevents crashes and maintains application stability.

```

1 viewModelScope.launch {
2     try {
3         val detections = roboflowRepository.detectDice(bitmap)
4         _detectionState.value = if (detections.isNotEmpty()) {
5             DetectionState.Success(detections)
6         } else {
7             DetectionState.NoDetections
8         }
9     } catch (e: Exception) {

```

```
10     Timber.e(e, "Error detecting dice")
11     _detectionState.value = DetectionState.Error(e.message ?: "Unknown error")
12 }
13 }
```

Listing 3.5: Error Handling in Coroutines

The coroutine runs in the background, ensuring the main thread remains responsive to user interactions. Listing 3.5 illustrates the implementation of error handling within a coroutine. It processes collected data to update a LiveData property, enabling the UI to dynamically reflect any changes.

3.3.5 Interface Responsiveness

In interactive applications, maintaining a responsive user interface (UI) is critical to delivering a seamless user experience. By offloading computationally intensive tasks, such as AI decision-making and data processing, to background threads, the main UI thread remains available for handling real-time user interactions. This approach minimizes UI lag, ensuring that animations, gestures, and updates occur smoothly without delays.

For instance, in the context of dice games, background tasks such as calculating potential AI strategies or updating game states are delegated to coroutine-based background threads in Kotlin. This concurrency model enables a separation of concerns, where the UI layer focuses solely on rendering and responding to user input while backend logic operates asynchronously. The result is a user experience that feels intuitive and highly responsive, even under computationally demanding scenarios.

3.4 Gameplay

Making a game with lively gameplay presents many challenges, particularly when integrating adaptive artificial intelligence and ensuring a balance between challenge and accessibility. This section delves into the solutions employed to address these challenges.

3.4.1 Scoring Algorithm

The scoring algorithm calculates scores based on the game's rules and considers various scoring categories and player actions. For example, in a game like Pig, the score for a single turn can be calculated as:

$$\text{Turn Score} = \sum_{i=1}^n x_i \quad (3.1)$$

where n is the number of dice rolls in the turn, and x_i represents the value of each dice roll. The scoring algorithm plays a crucial role in determining the outcome of the game and ensuring fair and consistent scoring across different game variants and player actions.

3.4.2 Adaptive AI

In the game, the Adaptive AI simulates a dynamic and intelligent opponent, making strategic decisions based on the player's play style and the current game state. Its primary role is to evaluate game conditions and adapt its behavior accordingly. The AI is integrated into different parts of the gameplay, including the classic games of *Pig*, *Greed*, and *Balut*.

In *Balut*, when it's the AI's turn, it decides whether to roll, hold, or bank dice based on the current game state. The AI considers factors such as the values of the dice, potential scores for different categories, and the number of rolls remaining. This decision-making process is implemented through the `handleAITurn` function, where the AI selects a category to score or decides which dice to hold for the next roll.

The AI's strategy in *Greed* involves deciding which dice combinations to keep after each roll to maximize its score while minimizing the risk of losing accumulated points. It evaluates the potential scores of different combinations and the probabilities of rolling specific values.

In *Pig*, the AI's decision to roll or bank is influenced by its current score, the target score, and the player's score. The AI takes calculated risks based on these factors, aiming to reach the target score before the player. It balances the potential reward of accumulating more points with the risk of rolling a 1 and losing all unbanked points.

```

1 private fun handleAITurn(
2     diceResults: List<Int>, currentState: BalutScoreState
3 ): BalutScoreState {
4     gameTracker.trackDecision()
5     if (currentState.rollsLeft <= 0) {
6         // AI chooses a category
7         val category = chooseAICategory(diceResults, currentState)
8         gameTracker.trackBanking(ScoreCalculator.calculateCategoryScore(diceResults,
9             category))
10        return scoreCategory(currentState, diceResults, category)
11    }
12
13    // AI decides which dice to hold
14    gameTracker.trackRoll()
15    val diceToHold = decideAIDiceHolds(diceResults)
16
17    return currentState.copy(
18        rollsLeft = currentState.rollsLeft - 1,
19        heldDice = diceToHold
20    )
}

```

Listing 3.6: handleAITurn Function

The decision-making process is made with a game tracker, which records AI decisions for further analysis. This allows easy fine-tuning of the AI, ensuring it provides both a challenging and fair opponent.

3.4.3 Game Mechanics

The game mechanics are crucial for delivering an engaging and intuitive gameplay experience. They are designed to ensure clear rules and interactions for both players and the AI, enabling a seamless game flow. An important component of the implementation is the `handleTurn` method, as shown in Listing 3.7. This method differentiates between player and AI turns and manages key actions such as dice holding and roll counting. Its modular design supports clear separation of player and AI logic into distinct methods, reducing complexity and improving maintainability. This structure makes it easy to add new game modes or modify the AI behavior without disrupting existing functionality.

```
1 fun handleTurn(  
2     currentState: GameScoreState.PigScoreState, diceResult: Int? = null  
3 ): GameScoreState.PigScoreState = when (currentState.currentPlayerIndex) {  
4     AI_PLAYER_ID.hashCode() -> handleAITurn(currentState, diceResult)  
5     else -> handlePlayerTurn(currentState, diceResult)  
6 }
```

Listing 3.7: handleTurn Function

During its turn, the AI uses a blend of predefined rules and probabilistic decision-making to evaluate the game state and select the optimal strategy. Meanwhile, the game mechanics prioritize user experience by offering clear visual and interactive cues, ensuring that players can focus on strategy without being hindered by the interface.

In the `handleTurn` method:

- **AI Turn Handling:** If the current player's index matches the AI player's identifier, the method delegates the turn to `handleAITurn`, which implements the AI's decision-making logic. This includes evaluating the game state, deciding which dice to hold, and determining whether to bank a score or re-roll.
- **Player Turn Handling:** If the turn belongs to a human player, the method invokes `handlePlayerTurn`, which processes the player's actions, such as selecting dice to hold and performing a roll.

By isolating player-specific and AI-specific logic into separate methods, the design enhances code readability and maintainability. This modular approach ensures that updates or adjustments to AI strategies or player interactions can be made independently, maintaining the overall flow of the game.

This structured design allows for a compelling gaming experience by promoting a dynamic AI challenge while ensuring that interactions remain clear and responsive. The thoughtful integration of adaptive AI, clear gameplay mechanics, and user-focused design ensures that the game is accessible to players of all skill levels. Additionally, the modularity of the architecture enables the seamless incorporation of advanced features, such as multiplayer modes or new game variants, without disrupting the core mechanics.

Through these technical and strategic design choices, the project delivers an engaging dice game that is robust and scalable for future enhancements.

3.5 Existing Solutions

This section provides an overview of notable solutions in the domain of dice game applications and image recognition technologies. The analysis focuses on how each solution addresses dice recognition and gaming, while also contextualizing the unique enhancements introduced by this thesis.

3.5.1 D3-Deep-Dice-Detector

The D3-Deep-Dice-Detector utilizes deep learning techniques, specifically convolutional neural networks (CNNs), to detect and recognize dice in images. Its primary strength lies in accurately identifying dice numbers and face values under varying conditions of light and orientation [20].

While excelling at dice recognition, the system is focused mainly on detection. The solution presented in this thesis builds upon this by incorporating real-time updates and dynamic game interactions, further enriching the user experience with multiple game variants and adaptive AI.

3.5.2 Dice Scores Recognition

Dice Scores Recognition automates the scoring of dice games such as Yahtzee by interpreting dice configurations captured in images [21].

This solution targets predefined games with specific scoring rules. The proposed solution, however, expands its capabilities to cover multiple game variants (*Pig*, *Greed*, *Balut*) while introducing adaptive AI for a more interactive and personalized gameplay experience.

3.5.3 Zilch-Dice

Zilch-Dice is a Kotlin-based application designed for the Zilch dice game variant (also known as 10000), supporting Android, Linux, macOS, and Windows clients [22]. It focuses on score tracking, game state management, and player interactions, all aligned with Zilch's ruleset.

Although it caters to a single game variant, the proposed solution supports a wider array of dice games within a unified platform. This extended functionality, coupled with real-time dice detection and integrated adaptive AI, enhances player engagement and enables more dynamic gameplay.

3.5.4 Flutzy

Flutzy is a cross-platform dice game application that offers multiple game modes and an intuitive user interface [23]. It aims for a seamless experience across different devices.

Flutzy is still under development, whereas the proposed solution is fully realized with Android-specific optimizations, including Jetpack Compose and Clean Architecture principles. The real-time dice detection and interactive gameplay in the proposed system provide a more responsive experience compared to Flutzy's current static modes.

3.5.5 Python-Dice

Python-Dice contains Python scripts for simulating dice rolls and calculating scores according to various game rules [24]. It serves as a backend tool for dice game logic without a dedicated user interface or real-time capabilities.

The proposed solution goes beyond simulation and scoring by offering a complete Android application with a user-friendly interface and integrated real-time dice detection, making it more suitable for end-users looking for an engaging, interactive dice gaming experience.

3.5.6 Dice Detection

Dice Detection by Nell Byler specializes in detecting and counting dice within images using image processing techniques [25]. It focuses on accurately identifying dice face values and quantities.

While this solution provides robust dice detection, the proposed system integrates this functionality within a real-time gaming context.

Chapter 4

External Specification

This chapter provides a detailed overview of the external specifications for the application. It outlines the specific requirements for its operation and the installation procedures necessary for a straightforward setup. Additionally, it includes key information to improve user understanding and ensure the application fulfils its intended purpose effectively.

4.1 Hardware and Software Requirements

4.1.1 Hardware Requirements

- Android smartphone with Android 11.0 (API level 30) or higher.
- Camera with support for CameraX.
- Minimum 2GB RAM for standard use of the application, or 3GB RAM for optimal performance on devices with lower memory and processing power.
- Internet connection for the dice recognition module; the other parts of the app do not require internet and will work otherwise.
- At least 100MB of free storage space.
- Processor: ARM-based processor supporting Neon instruction set.

4.1.2 Software Requirements

This section outlines the essential software tools and dependencies required for the development and execution of the application. Ensuring compatibility with these components is crucial for the stability and performance of the system.

- Android Studio Giraffe (2023.1.1) or later.
- Kotlin 2.0.21.

- Gradle 8.10.2 and the corresponding Android Gradle Plugin (e.g. 8.1.2).
- CameraX library version: 1.4.0.

4.2 Installation Procedure

This section details the necessary steps for installing and running the application on an Android device. Users must follow these instructions to ensure proper functionality and security.

4.2.1 APK Download

1. Download the Release APK from the project's repository at GitHub Releases Page.
2. Enable installation from unknown sources in the device's settings. Note that installing apps from unknown sources has security implications; please proceed with caution.
3. Open the APK file and follow the on-screen instructions.

4.2.2 Building with Android Studio

To install the application for debugging purposes, these procedures should be followed:

1. **Clone the Repository:** Start by cloning the project repository from GitHub.

```
git clone https://github.com/Mayokun-Sofowora/kavi.git
```

2. **Open in Android Studio:** Launch Android Studio and open the cloned project.
3. **Sync Gradle Dependencies:** Allow Android Studio to sync the Gradle dependencies automatically.
4. **Run on Device/Emulator:** Connect an Android device or start an emulator with a minimum SDK of 30, then run the application.

In addition to the instructions provided, be sure that:

- A debug build variant is selected in Android Studio.
- USB debugging is enabled in the device's settings.
- You connect an Android device via USB or use an emulator.
- You select the appropriate run configuration in Android Studio.

4.3 Types of Users

- **Regular Users:** Play dice games, use image recognition features, and adjust settings.
- **Developers/Testers:** Access debugging logs, experimental features, and perform system administration tasks.

4.4 User Manual

4.4.1 Navigating the App

When starting the game, users are welcomed with a splash screen that displays the application's logo in figure 4.1a. After a short moment, the main menu is shown in figure 4.1b. The main menu provides navigation options to access the different features of the application.

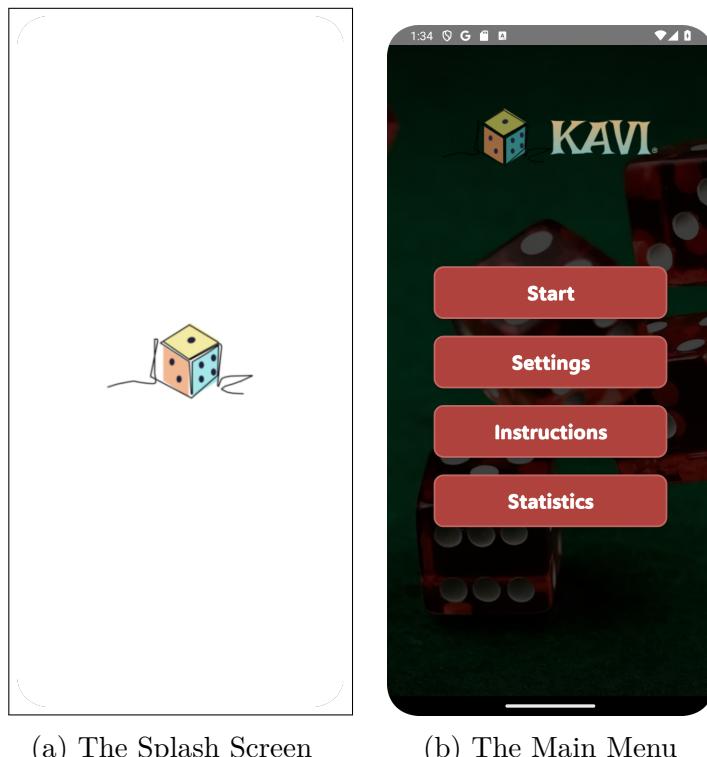


Figure 4.1: Screens displayed when starting the game.

4.4.2 Game Interface

The interface allows users to navigate to different sections of the application, such as the classic boards to play the classic dice games or the virtual screen to use the image recognition feature. The figure 4.2 shows the navigation options available.

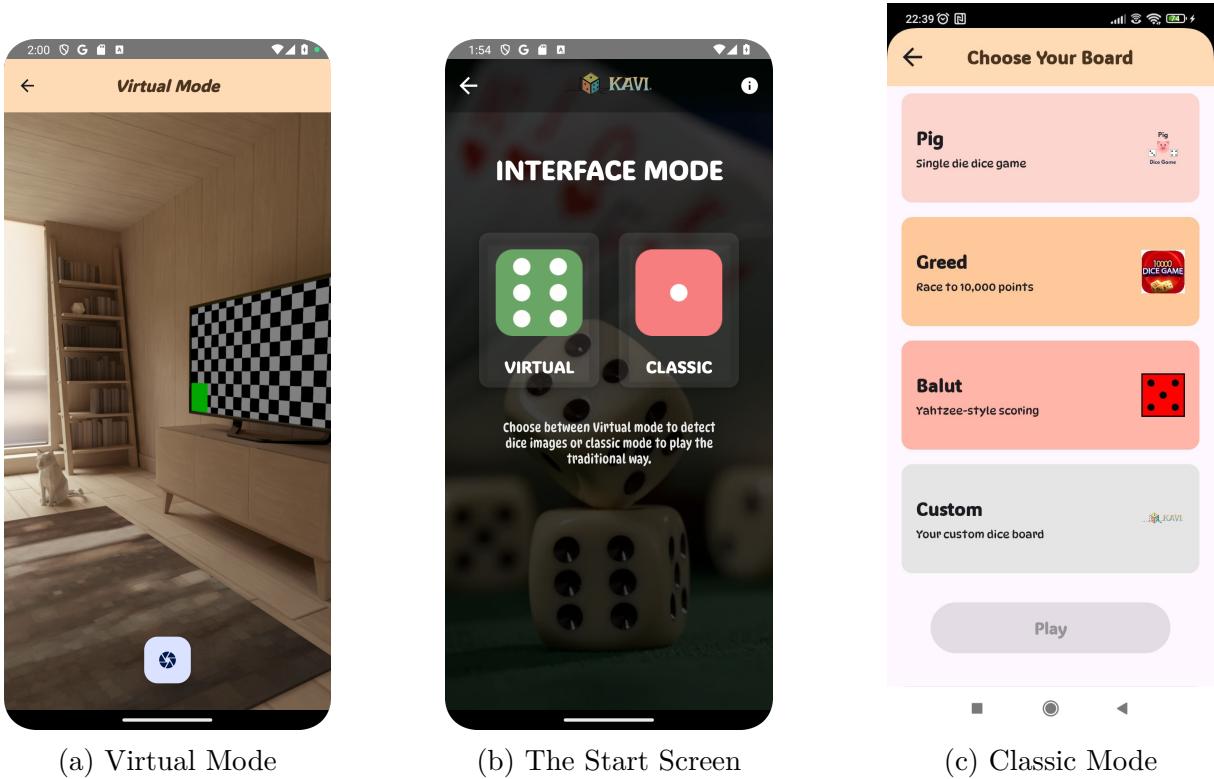


Figure 4.2: The Games main interfaces.

4.4.3 Virtual Mode

Virtual Mode integrates real-time dice detection using the device's camera. This mode allows users to play with physical dice, enhancing the tactile and interactive nature of the game. To activate Virtual Mode, navigate to the main menu and select the "Virtual" option (Figure 4.2a). The application will then request permission to access the camera.

Once granted, the camera feed will be displayed on screen. Users can position their physical dice within the camera's view. Once the capture or retake button is pressed, the application will detect and recognize the values of the dice. The detected dice values are displayed on-screen, replacing the camera feed. If the system fails to accurately detect the dice, users can manually correct the detected values using on-screen controls. This ensures accurate scorekeeping even in challenging lighting or dice configurations.

4.4.4 Classic Boards

The application offers a diverse set of game boards, each designed for a distinct dice game experience. These games range from simple "press-your-luck" scenarios to more strategic challenges that require planning and risk management. The primary games offered are *Pig*, *Greed*, and *Balut*. Additionally, the application includes a custom board where users can define their own game rules and scoring mechanisms, and also select the number of dice used in the game. Figure 4.2c shows the classic boards available in the applica-

tion. These games feature an adaptive AI opponent that adjusts its strategy based on the player's performance and the specific game rules. For a detailed explanation of the AI's behavior in each game, see Section 3.4.2.

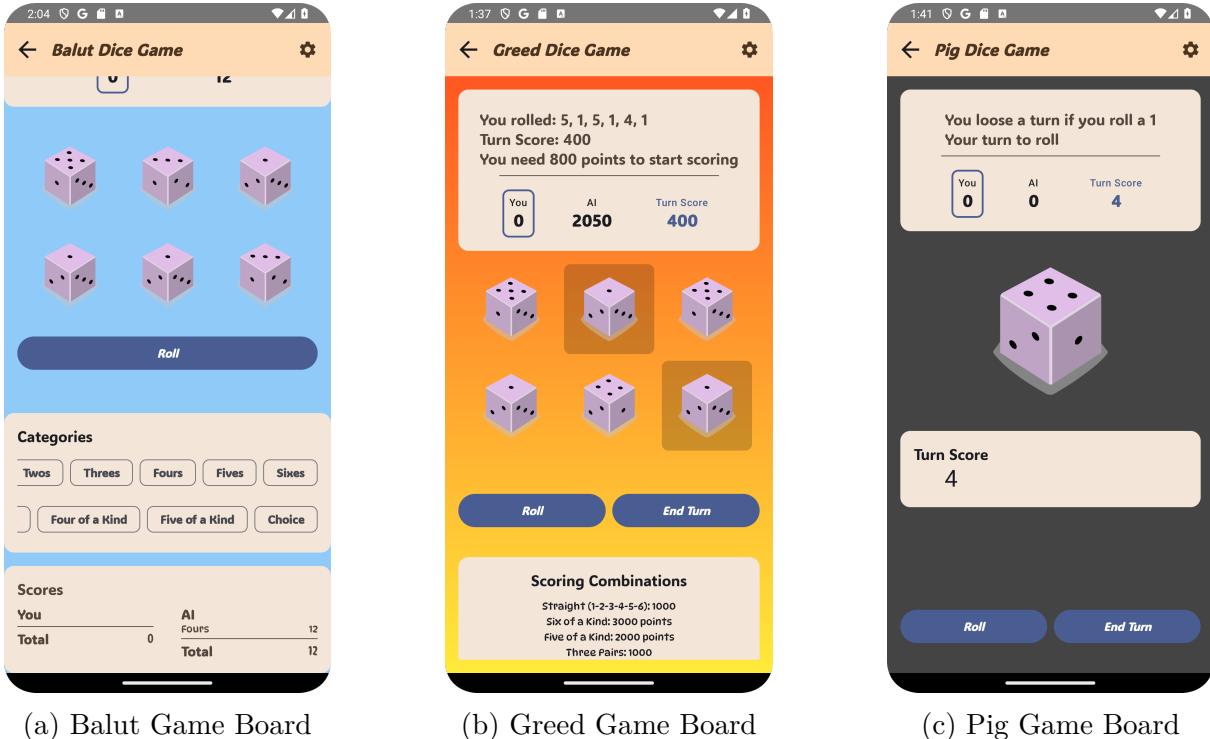


Figure 4.3: Game Boards in the Application

4.4.5 Game Objectives

Pig: The Risk of the Roll

Pig is a simple, engaging game of chance and risk. The goal is to be the first player to reach a total of 100 points. During each turn, players roll a single die, accumulating points with each roll. The key aspect of Pig is the ability to "bank" the points you have accumulated in that turn, however, the risk is that if you roll a 1, you lose all the points accumulated during that turn. The challenge lies in choosing when to press your luck for more points and when to play it safe to avoid losing those points.

Greed: Navigating Scoring Combinations

Greed is a more complex game that rewards strategic decision-making and risk-taking. Each turn begins with the roll of six dice. After the roll, players get to select which dice they want to keep to accumulate points, based on scoring combinations like straights, sets (e.g., three-of-a-kind, four-of-a-kind), and single 1s and 5s. These combinations vary in their scoring values, meaning that a key aspect of the game is knowing which combinations

you should aim for. Unlike Pig, in Greed, players must accumulate at least 800 points in a turn to start banking them. The winner is the first player to reach a total of 10,000 points.

Balut: Strategic Category Management

Balut is a game of strategy, similar to Yahtzee. Players have up to three rolls per turn using five dice. The core of Balut is strategically filling the scoring categories, such as sets, straights, full houses, and more. Each category can be used only once, so planning and smart selection of which dice to hold is critical. After all categories are filled, the player with the highest total score wins.

4.4.6 Game Controls: Interacting with the Game

The application provides a user-friendly interface with intuitive controls, allowing players to easily interact with each game and manage their scores. This section talks about the various controls and how they function across different game modes.

Basic Game Controls (Roll, End Turn)

The primary way players interact with the games is through the roll button. In games like *Pig* and *Greed*, this button (shown in Figure 4.4) also serves as an "End Turn" button. In these games, tapping the button rolls the dice and also ends the turn after a score is obtained.



Figure 4.4: Roll and End Turn Button

Player Management and Custom Game Setup

In the custom game board, it is also possible to add players and edit their names (as shown in Figure 4.5). This function can be accessed by tapping a button which allows the player to add and remove player, as well as edit their names. This allows users to set up a new game of their liking.

Balut-Specific Controls (Category Selection)

Balut introduces the unique feature of category selection. After rolling the dice, a player can select a category in which to score, shown in Figure 4.6. This allows for a more strategic game, where each category can only be used once.

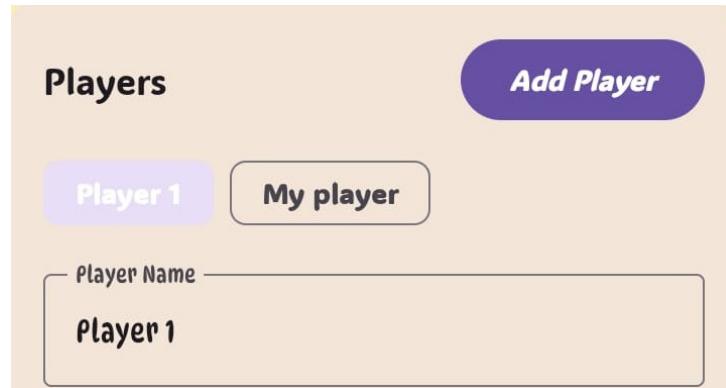


Figure 4.5: Player Management and Editing



Figure 4.6: Balut Category Selection

Holding Dice

In both *Greed* and *Balut*, players can strategically select dice to hold for the next roll. As seen in Figure 4.7, this is done by tapping on the individual dice on the screen. The selected dice will be saved, and can be rolled again in the subsequent roll.

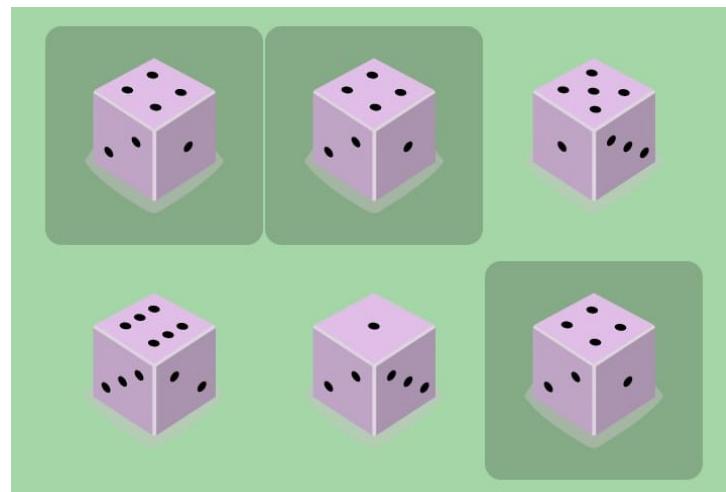


Figure 4.7: Selecting Dice to Hold

Balut Score Function

After a category has been selected in *Balut*, the game also provides an additional button which can be tapped to calculate the score and end the turn. As seen in figure 4.8.



Figure 4.8: Balut Roll and Score Button

Custom Board Settings

The custom board allows players to set the number of dice that will be used for that specific game. In addition, the board name can also be set, as seen in Figure 4.9. This level of customization gives the users control over how the games are played.

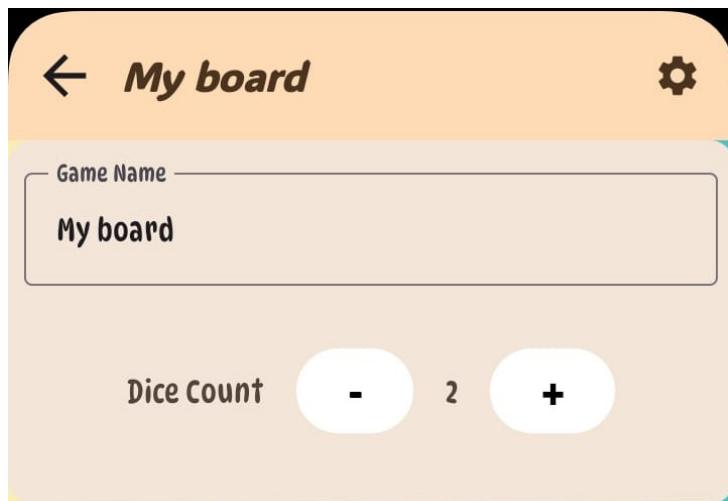


Figure 4.9: Custom Board Settings

Score Modifiers and Reset

Figure 4.10 shows the score modifiers, which enable users to manually adjust their scores. This feature can also be used to keep track of score in other types of games that might not be covered by this application, or in the custom mode. The feature also contains a reset score button that will reset the score of the game to 0. This can be used to easily restart any game or any other custom use. Additionally, this interface also contains the functionality of adding a note that will be saved as part of the game, which can be used to keep track of important information of the current game.

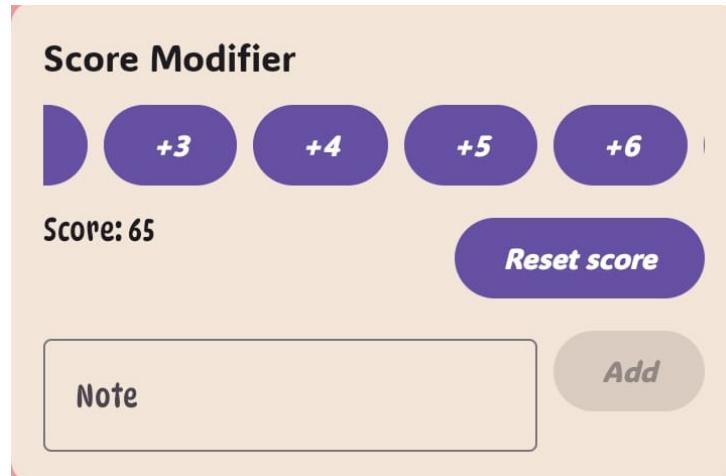


Figure 4.10: Score Modifiers and Reset

4.4.7 Instruction

The instructions screen provides users with detailed guidance on how to play the game. It includes rules, tips, and strategies to enhance the gaming experience. The instructions screen is illustrated in Figure 4.11a.

4.4.8 Settings

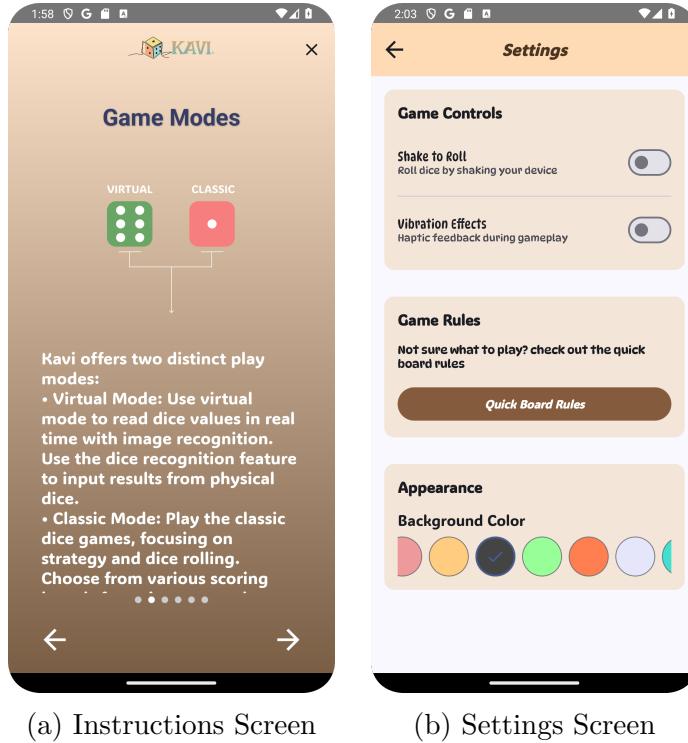
The settings screen, on the other hand, allows users to customize their gaming experience, such as enabling vibration, the shake-to-roll function, and board color customization. The settings screen is shown in Figure 4.11b.

4.4.9 Statistics

The statistics screen offers users comprehensive insights into their gameplay performance. It displays a variety of data, including win records, average scores, and other pertinent metrics. The figure 4.12 illustrates the statistics screen, where users can view their achievements, such as "High Roller," "Lightning Fast," and "Greed Guru." Additionally, users can assess their risk-taking tendencies, current winning streaks, comebacks, and close games. The screen also features time analytics, allowing users to track their fastest games, total playtime, and time spent on individual games, providing a detailed overview of their gaming habits.

4.5 System Administration

The administration of the application involves several key tasks to ensure its reliability, performance, and security. These responsibilities are primarily carried out by the



(a) Instructions Screen (b) Settings Screen

Figure 4.11: Instructions and Settings.

developers of the application, and can range from day to day maintenance to handling the occasional unforeseen issues.

4.5.1 Application Maintenance

Regular maintenance of the application is essential to ensure it remains functional and up to date. This involves several tasks, including:

- **Release Management:** New releases of the application are periodically deployed via GitHub as APK releases, which often require careful planning and testing to ensure compatibility and maintain a consistent user experience. This includes creating new release branches, building the APK, and updating the app with new changes, new features, or bug fixes.
- **Monitoring and Troubleshooting:** Developers are also responsible for monitoring the performance of the application. This may involve checking for crashes, logging error reports, identifying bugs or unexpected behavior, and making changes to solve the issues.

4.5.2 Data Management

Careful management of the application data is critical to ensure its proper functioning. The developers are responsible for *DataStore Management*, which involves taking periodic

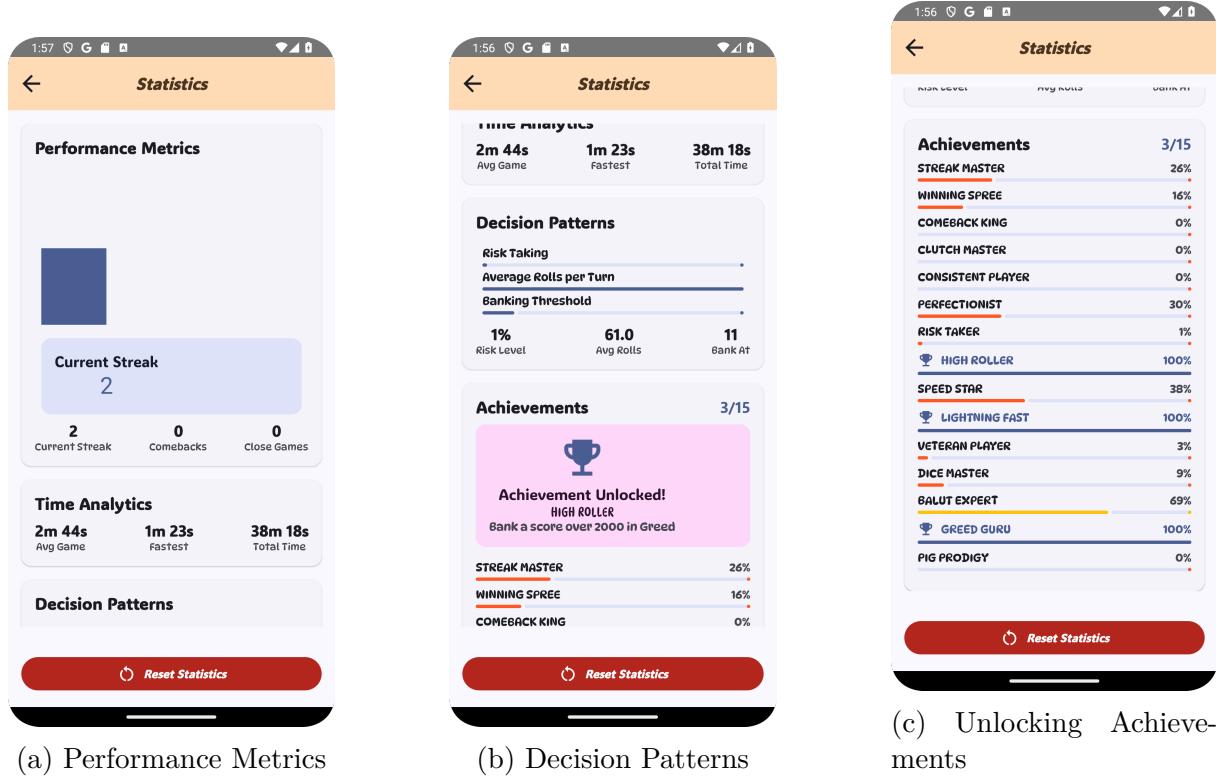


Figure 4.12: Statistics Screen

backups of application settings and user preferences stored with Android DataStore. The data is also cleaned periodically to ensure that the device is not using unnecessary storage. This is essential to maintain consistency and avoid potential data corruption or data loss.

4.6 Security Issues

This section provides a detailed view of the various security issues that the application is vulnerable to, based on potential threats and exploitable areas. It also discusses how the application addresses these risks, along with planned future enhancements to further bolster security. While perfect security is unattainable, the application strives to minimize risks and protect user data through a combination of best practices and robust security measures.

4.6.1 Data Handling

Application data, including DataStore backups, might be accessed through Android's backup services if a user's Google account is compromised. Specifically, an attacker might gain access if a user's Google account has been *phished*, compromised through a *data breach*, or other means.

A compromised Google account could allow access to backups stored in Google Drive,

potentially revealing user information stored in the application. To mitigate this, the application employs Android’s KeyStore to encrypt the backup data. While this adds a layer of protection, it’s not a foolproof solution and doesn’t guarantee complete protection against unauthorized access [26]. Future enhancements, such as user authentication and stricter access controls, are planned to further enhance data security.

4.6.2 Communication and API

Even with HTTPS, attackers can potentially intercept data during transmission to the RoboFlow API, especially if on the same network. A malicious server could be used to redirect API requests. While the application enforces HTTPS, it currently doesn’t use certificate pinning, making it susceptible to *man-in-the-middle* attacks. This is a planned future enhancement [27].

Rate-limiting is implemented using a ‘CoroutineScope‘ and a ‘MutableStateFlow‘ to limit API call frequency, reducing the risk of application crashes due to excessive requests. Input validation helps prevent *API abuse*. However, sophisticated attackers might bypass these measures. Ongoing efforts focus on strengthening input validation and exploring more robust rate-limiting strategies.

4.6.3 Code Security

Even when using code obfuscation, attackers can still reverse engineer the code to steal private information and private API keys, or understand the game logic. Code Obfuscation is the process of making the code more difficult to read and understand, by changing the variable names, and classes to make them unreadable.

An attacker can decompile the application to find API keys that are used to contact external resources, or understand the game logic to make a bot to cheat at the game.

The application uses code obfuscation through R8’s obfuscation process, to hide the code logic, which is not a full solution, and can be bypassed by sophisticated attackers [28].

4.7 Security Considerations

The application implements several security measures to protect user data and ensure system integrity. These measures are based on Android security best practices and are designed to comply with relevant data protection requirements.

4.7.1 Data Protection

- **Encrypted Local Storage:** User settings and preferences, saved using DataStore, are stored using Android's EncryptedSharedPreferences, which provides encryption at rest using Android's KeyStore.
- **Privacy-Preserving Image Processing:** Images captured by the user are only processed within the app's scope and are not stored or transmitted outside of the device unless explicitly requested by the user through a sharing action. No personally identifiable information is extracted and saved from the image.

4.7.2 System Security

- **Runtime Permission Management:** The application requests only the necessary permissions at runtime (e.g., camera access) and respects the user's choice to grant or deny them. The application uses Android's Permission API to handle the permissions.
- **Secure Communication Channels:** The communication with the RoboFlow API for image recognition is done over HTTPS, which uses TLS/SSL encryption to ensure confidentiality and integrity of the API requests.
- **Data Access Controls:** Only the application can access the DataStore data, and only the specific components of the application that require it can access its underlying data. This reduces the risk of potential data exposure to malicious application or rogue modules of this application.

4.7.3 Future Enhancements

The following security enhancements are considered for future development:

- **User Authentication and Authorization:** Implementing a secure user authentication mechanism (e.g., using Firebase Authentication) and role-based authorization to enhance data protection and prevent unauthorized access to sensitive features, such as statistics or training data.
- **Improved API Security:** Implementing API rate-limiting to prevent abuse and implementing stricter input validation for the RoboFlow API.
- **Regular Security Audits:** Implementing regular penetration testing to evaluate the security and performance of the system.

4.8 Working scenarios

In addition to the scenarios described in the user manual 4.4, this section provides a few practical examples of application usage.

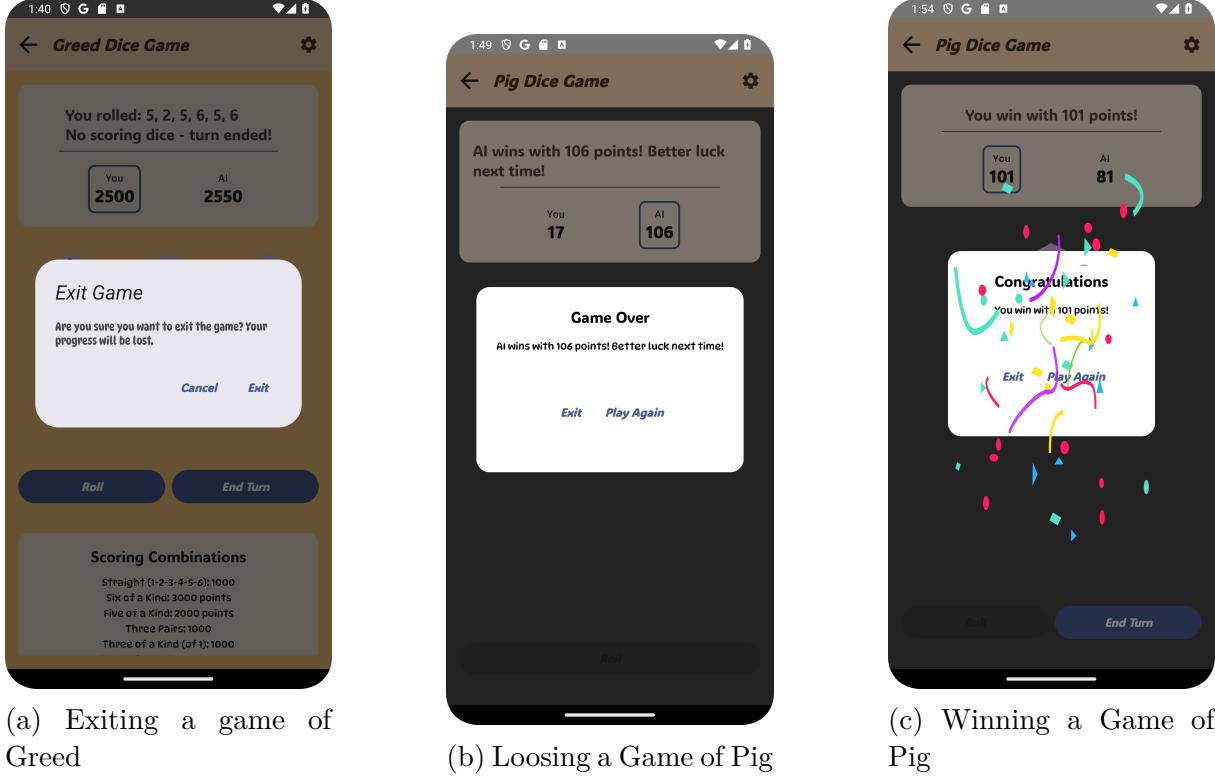


Figure 4.13: Board Features in the Application

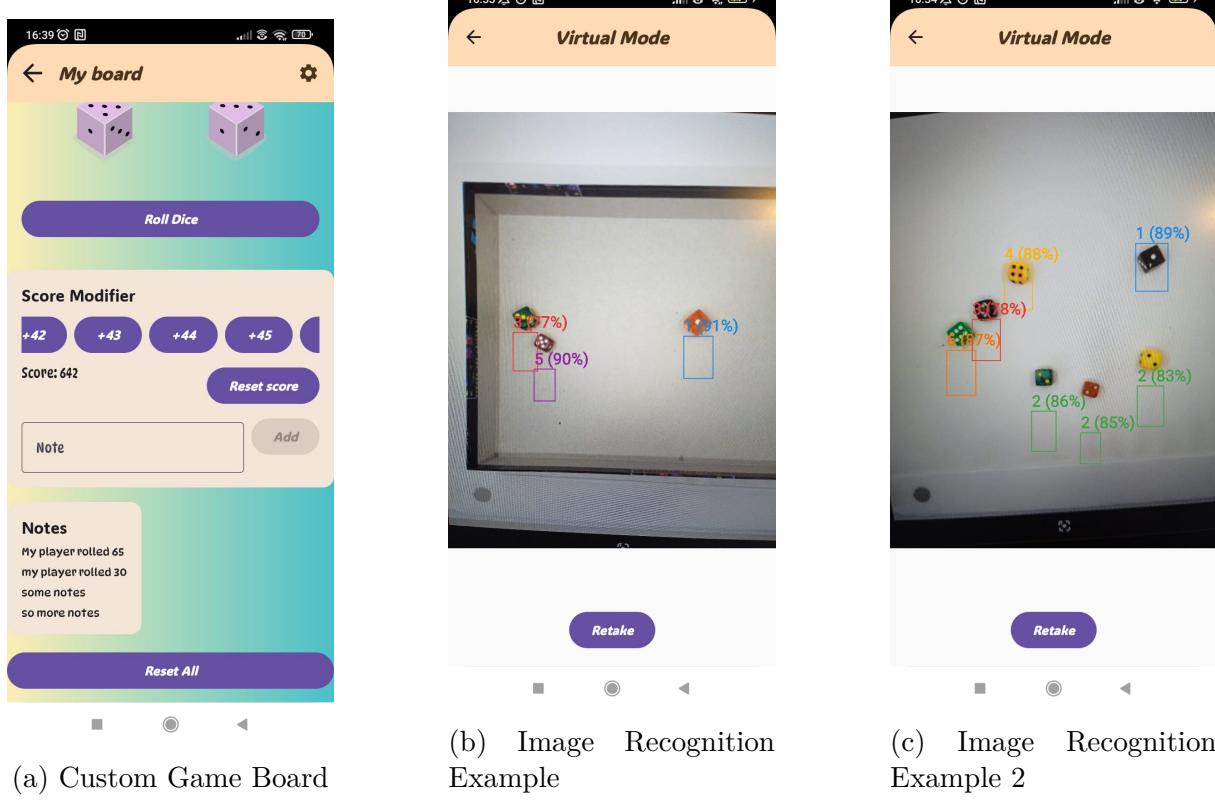


Figure 4.14: Additional Features and Interactions

Chapter 5

Internal Specification

This chapter provides a detailed overview of the application's internal workings. It covers the system's concept, architecture, data structures, components, algorithms, design patterns, and relevant UML diagrams.

5.1 System Architecture

The project's architecture follows the modern Model-View-ViewModel (MVVM) pattern, adhering to Clean Architecture principles. This separation of concerns allows for better maintainability and testability of the code.

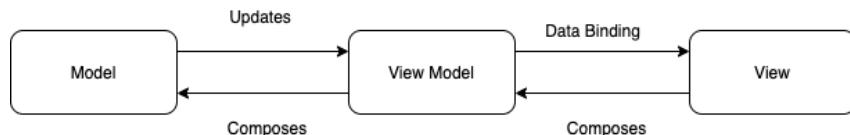


Figure 5.1: High Level MVVM Architecture.

As illustrated in Figure 5.1, the application is structured into several layers:

- **Application Layer:** Contains the main application logic and navigation.
- **UI Layer:** Responsible for the user interface components, including screens and themes. This layer corresponds to the "View" component of the MVVM pattern.
- **ViewModel Layer:** Manages the data and business logic, providing a bridge between the UI and the Model. This layer corresponds to the "ViewModel" component of the MVVM pattern.
- **Manager Layer:** Handles specific game logic and state management. This layer sits below the view model, and contains the logic for manipulating the models.

- **Repository Layer:** Manages data access and interactions with external sources. This layer is the gatekeeper for the model layer, accessing and manipulating the models before passing it to the application layer.
- **Model Layer:** Represents the data and domain logic of the application. This layer contains the data entities and business rules. This layer corresponds to the "Model" component of the MVVM pattern.

5.2 Methodology of Design and Implementation

The design and implementation of the dice game application follow an iterative and incremental development methodology. This approach involves:

1. **Requirement:** Identifying and documenting functional and non-functional requirements.
2. **Design:** Creating architectural and component designs, including UML diagrams to visualize system interactions.
3. **Implementation:** Developing the application in iterative cycles, focusing on one feature or component at a time.
4. **Testing:** Conducting unit, integration, and user acceptance testing to ensure the system meets requirements using JUnit.
5. **Documentation:** Documentation of the implemented features and future development possibilities.

5.2.1 Design Process

The application's design process began with creating detailed wireframes and prototypes in Figma. The designs underwent several iterations based on user feedback and technical constraints, evolving into the final implementation. Figure 5.2 shows some of the initial design concepts and their evolution [29].

Various existing solutions and design tools inspired the design of the application, one of which stood out was the board screen design was inspired by a dice application project by binaryshrey [30]. This repository provided a minimalistic and intuitive approach to dice roll applications, which influenced the layout and functionality of the board screen in this project.



Figure 5.2: Initial UI designs and prototypes created in Figma

5.2.2 Model Training

The dice detection model was developed using Roboflow's platform, which streamlined the entire process from dataset creation to deployment. The training dataset, depicted in Figure 5.3, consisted of carefully annotated dice images across various conditions, ensuring robust detection performance in real-world scenarios.

Roboflow facilitated data augmentation and preprocessing, which enhanced the dataset's diversity. The model training and optimization phases were crucial for achieving high accuracy, while the deployment and API integration ensured seamless real-time inference capabilities.

5.2.3 Project Timeline

The project was implemented following a structured timeline as shown in Figure 5.4. The development process was organized into major phases, including planning, design, core development, AI integration, and testing, with regular milestones to track progress.

This structured approach allowed for continuous improvement and adaptation to changing requirements, ensuring a high-quality application. While some initially planned features like AR implementation were identified as future enhancements, the focus remained on delivering a robust core game experience with AI capabilities.

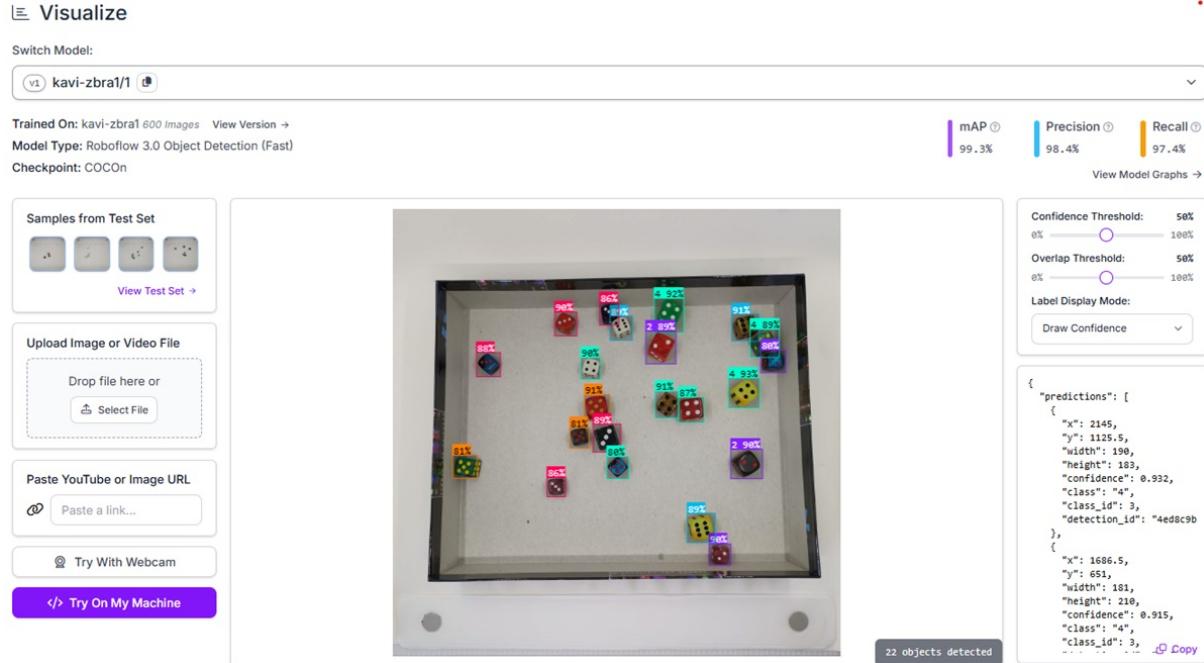


Figure 5.3: Roboflow dataset management interface showing dice image annotations

5.3 Data Structures and Data Management

The application utilizes a variety of data structures to effectively manage game state, user profiles, and game data. These structures are designed for efficiency and scalability, supporting the diverse features of the game. Data persistence is achieved using DataStore, a modern data storage solution, and dependency injection is managed using Dagger Hilt.

5.3.1 Data Models

The application's data is represented using models located in the 'models' directory. These models encompass different aspects of the game, including game state, user data, and results from the image detection mechanisms.

Game Models

The core game models are:

- **GameStatistics:** Tracks overall game performance metrics for each user across all games. These metrics include total games played, win rates, average scores, and other relevant data.
- **GameScoreState:** Holds the current score and state of the game during an individual game session, including the score for each player and the game's current turn.

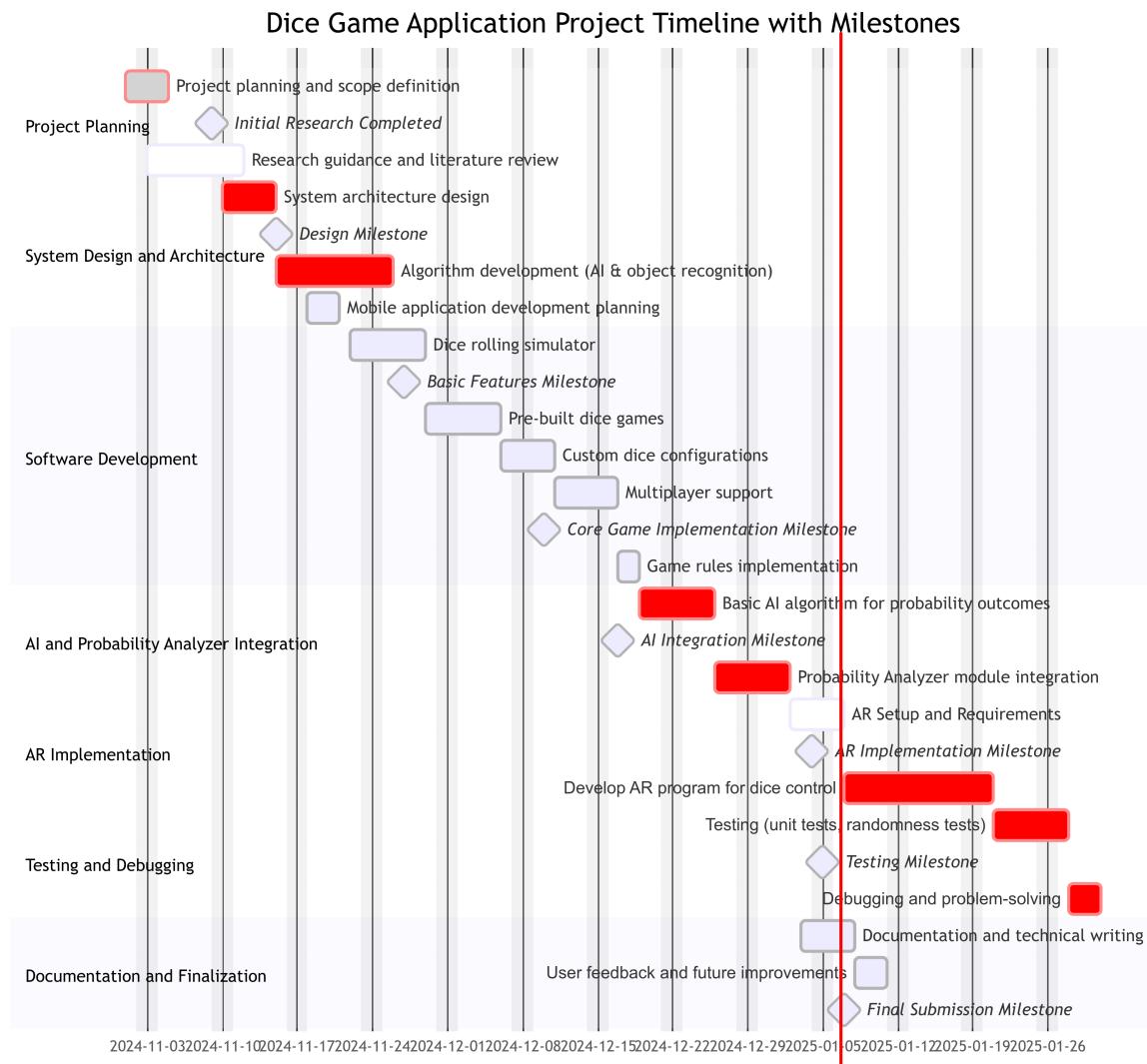


Figure 5.4: Project Gantt chart showing development phases and milestones

- **DecisionPatterns:** Captures the different decision-making patterns of a player in each game, including when the player decides to hold dice, or when they decide to roll or bank scores. This is used to calculate statistics about how players are playing the game.
- **WinRate:** Calculates and stores the win rate of a player. This will be used in *PlayerAnalysis*.
- **TimeMetrics:** Stores metrics about how long a player played the game, including the amount of time a player has spent playing each game, and the time spent per round. This is used in *PlayerAnalysis*.
- **PlayerAnalysis:** Provides detailed analysis of a player's behavior and performance trends, combining data from various sources like 'WinRate', 'TimeMetrics', and

‘DecisionPatterns’. It tracks trends over time, identify strong and weak areas of a player, and provides an overall evaluation of a player’s performance.

Detection Models

The detection models, located in the ‘detection’ subdirectory of ‘models’, are:

- **DiceDetectionResult**: Captures results from dice detection processes, including the number detected and the number on each die.
- **Detection**: Represents the state of the detection model.
- **DetectionRequest**: Represents the request to start the detection.
- **DetectionResponse**: Represents the response from the detection.
- **ImageInfo**: Holds the information of the image used for detection.
- **Prediction**: Represents a single prediction from the detection model.

5.3.2 Data Management

The application uses a modern and efficient approach to data management, leveraging DataStore for persistent storage and Dagger Hilt for dependency injection.

Persistent Storage

DataStore provides a robust, asynchronous solution for managing the application’s persistent data. Unlike traditional databases, DataStore offers type safety and a reactive approach, ensuring smooth and efficient data handling for user preferences, game statistics, and other relevant application data. This approach helps the application to provide quick access to stored data and avoids some of the limitations of other persistent storage options.

Dependency Injection

Dagger Hilt simplifies the management of dependencies by providing a standardized way to inject components into the application. This improves code modularity, making the app easier to test, maintain, and scale. Dagger Hilt helps manage the dependencies between classes and is used to ensure all modules are configured correctly, and this creates a more efficient way to manage the dependencies of the application, while also making testing easier.

5.4 Components, Modules, and Classes

This section outlines the core components, modules, and classes that form the foundation of the application. It provides a summary of essential classes, detailing their roles and responsibilities.

5.4.1 Application Classes

The main classes of the application can be categorized into Main Application Classes, ViewModels, and Managers.

Main Application Classes

- **KaviApplication:** The main class that extends Android's Application class, responsible for initializing the application, and important libraries like Timber for debugging.
- **MainActivity:** The main entry point for the application, sets up the primary UI, and manages navigation.

ViewModels

- **AppViewModel:** Manages application-wide data and state, coordinating between different parts of the application.
- **GameViewModel:** Manages data and logic specific to each game, providing a bridge between the view and the data and state.
- **DetectionViewModel:** Manages the state and logic of the image detection process, and exposes this data to the UI layer.

Managers

- **MyGameManager:** Handles the state management and the logic of the custom game board.
- **PigGameManager:** Manages the game state, rules, and scoring for the Pig game.
- **GreedGameManager:** Manages the game state, rules, and scoring for the Greed game.
- **BalutGameManager:** Manages the game state, rules, and scoring for the Balut game.
- **DiceManager:** Manages the various aspects of rolling the dice, and its state.

- **DataStoreManager**: Manages the saving and retrieval of data from the DataStore.
- **StatisticsManager**: Manages the collection and processing of game statistics.
- **SettingsManager**: Manages the saving and loading of the application's settings.
- **ShakeDetectorManager**: Manages the logic of the shake gesture.

A detailed Class diagram is included in the UML diagram provided in section 5.7.

5.5 Algorithms and Implementations

The application implements several sophisticated algorithms to provide an engaging and intelligent gaming experience.

5.5.1 Image Processing Pipeline

The dice recognition system uses a sequence of image processing steps implemented in ‘RoboflowRepositoryImpl’, a class responsible for handling communication with the Roboflow API:

Preprocessing

- RGB conversion using ‘ensureRGBFormat()’ to guarantee that the image is in the correct format for processing.
- Contrast enhancement through ‘enhanceContrast()’ using histogram-based normalization to make the dice pips more clear.
- Aspect ratio scaling via ‘scaleWithAspectRatio()’ to make sure that the images are of the correct size.
- Noise reduction with ‘reduceNoise()’ to reduce the noise in the image.

Detection

- API integration with Roboflow service using the ‘RoboflowClient’, which makes a call to the Roboflow API and gets the result.
- Confidence filtering (threshold: 40%) which removes detections with less than 40% confidence to avoid erroneous detections.
- Non-maximum suppression, performed by using a library for detection, which removes overlapping bounding boxes, by selecting the bounding boxes with the highest score and removing those that are overlapping.

5.5.2 AI Strategy System

The AI decision-making system, which is responsible for the decision-making process of the AI, is implemented across multiple manager classes. The game strategy, where the managers will choose the optimal next move for the AI, is done with the following methods:

- ‘*shouldAIBank()*‘ decides when to bank points for the AI, by calculating the odds of loosing points, versus obtaining more points.
- ‘*chooseAICategory()*‘ selects optimal scoring categories for the Balut AI, based on the dice that are currently being held.

5.5.3 Statistics System

The statistics tracking system, which is used for analyzing and processing user data, is centralized in ‘StatisticsManager‘:

Game Analytics

- ‘*updateGameStatistics()*‘ records game outcomes for the players, and saves it to the ‘GameStatistics‘ model.
- ‘*updateTimeMetrics()*‘ tracks timing data, including the time spent in each round, and the total time spent in a game.
- ‘*updatePerformanceMetrics()*‘ calculates improvement rates, by keeping track of how many games the player wins, and their high scores.

Achievement Processing

The achievement processing is responsible for monitoring and managing user progress toward unlocking achievements in the application. The following key functions are implemented:

- ‘*calculateAchievements()*‘: Evaluates the unlock conditions for all achievements available in the application and updates their status based on the latest user activity and metrics.
- ‘*updateProgressMetrics()*‘: Tracks progress toward achievement goals by calculating how close the user is to meeting the requirements for unlocking various achievements.

5.6 Applied Design Patterns

This application uses several design patterns to enhance code organization and maintainability:

- **Observer Pattern:** Used in the ViewModel layer with Kotlin Flow (StateFlow) to manage and notify the UI of data changes, ensuring a reactive user interface. This allows the UI to update automatically when the state of the application changes. Examples include dice state updates, game statistics updates, and detection results.
- **Singleton Pattern:** Employed for managing shared resources using Dagger Hilt's dependency injection. This avoids the need to manually create singletons. Key singletons include the ‘StatisticsManager’ for collecting and managing game analytics, the ‘GameTracker’ for monitoring gameplay sessions, and the ‘DataStoreManager’ for providing access to persistent storage.
- **Factory Pattern:** Implemented using Dagger Hilt’s module system to dynamically provide ‘GameManager’ instances (such as ‘PigGameManager’, ‘GreedGameManager’, ‘BalutGameManager’) based on the selected game mode. This approach abstracts object creation by separating the responsibility of object creation from the main code logic and creating the instances of the game managers on the go, without having to specify which instance to create, promoting flexibility and scalability in managing different game variants.

5.7 UML Diagrams

This section presents the UML diagrams that illustrate the architecture and dynamic interactions within the application.

5.7.1 Class Diagram

The class diagram provides a detailed view of the static structure of the application, illustrating the key classes, their attributes, methods, and interconnections. It serves as a blueprint for understanding how the application components are organized and how they interact with one another.

5.7.2 Models Diagram

The models diagram provides a representation of the data structure of the application, illustrating the relationship between the different data models, and the different attributes associated with each one.

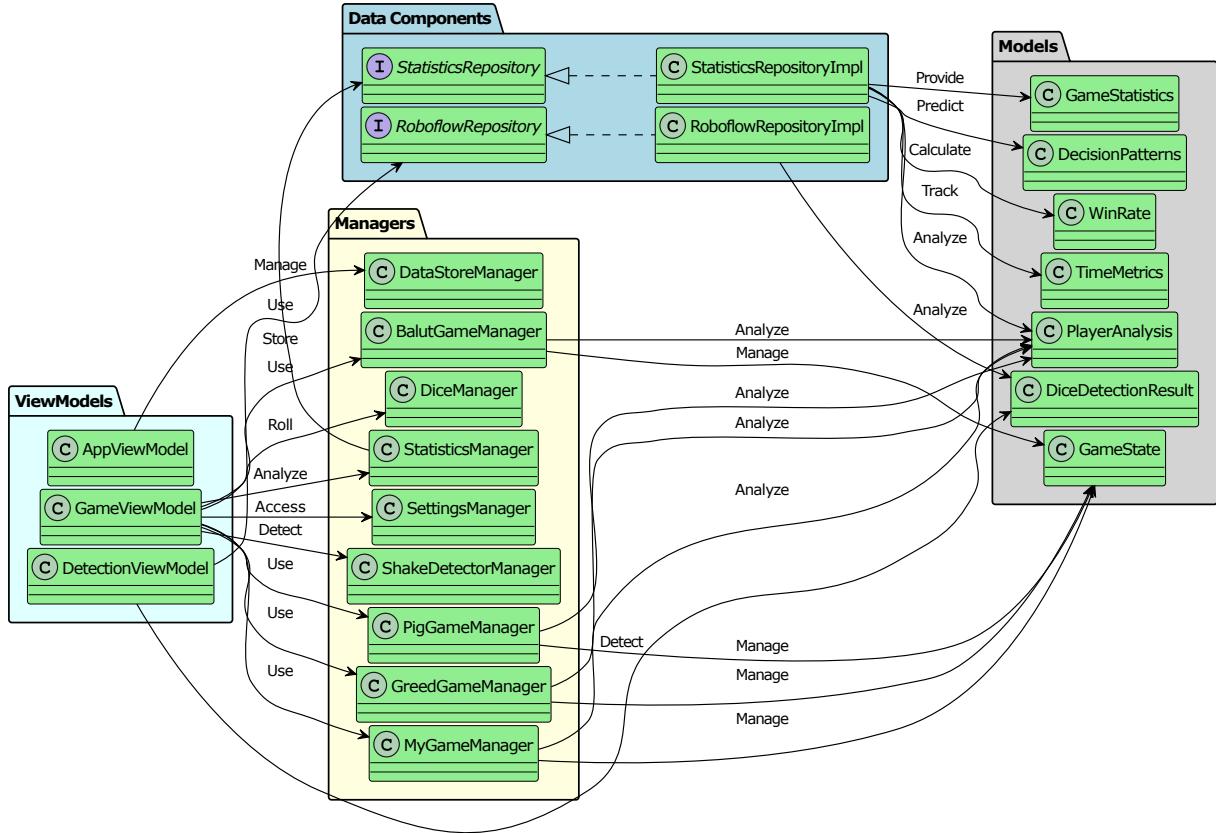


Figure 5.5: Class Diagram of the Application

5.7.3 Structure Diagram

The structure diagram gives a high-level representation of the application's package organization, highlighting its modular design and the relationships between various components. This diagram helps in understanding the logical grouping and dependencies within the system.

5.8 Sequence Diagrams

Sequence diagrams are used to illustrate the dynamic interactions between various components and objects within the game. They provide a clear visualization of the message flow and the sequence of operations in key scenarios. In this section, we present sequence diagrams that depict the game flow, virtual mode flow, and analysis flow within the application.

5.8.1 Game Flow Sequence

The game flow sequence illustrates how different components interact during a typical game session. Figure 5.8 shows the process starting from the player initiating a game to the end of the game.

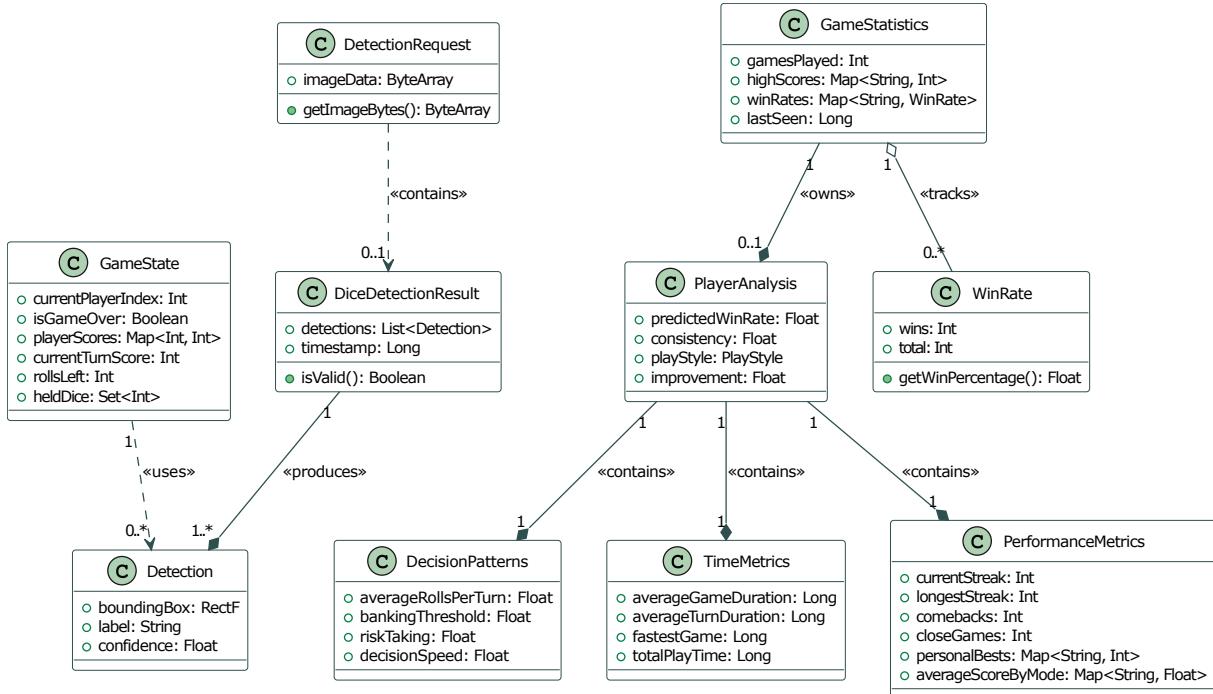


Figure 5.6: Models Diagram of the Application

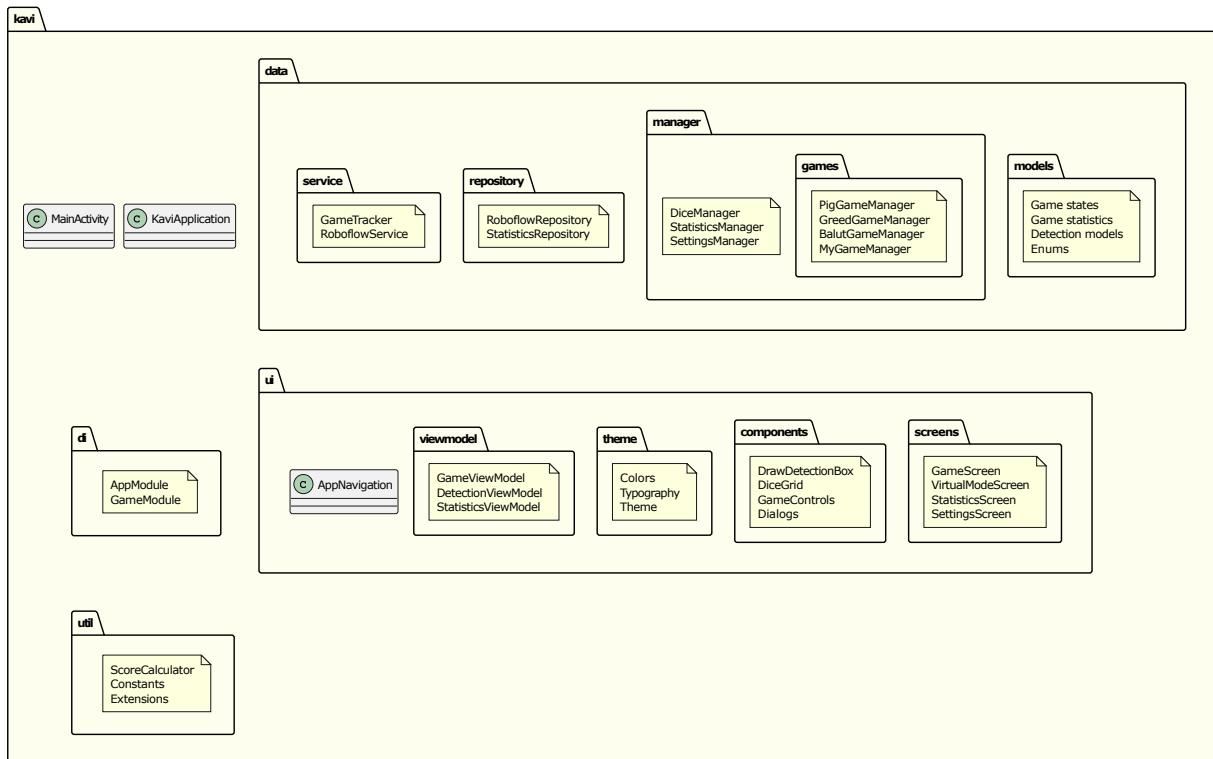


Figure 5.7: Package Structure of the Application

5.8.2 Virtual Mode Sequence

The virtual mode sequence, depicted in Figure 5.9, demonstrates how the application manages the image capture and dice detection within the virtual mode.

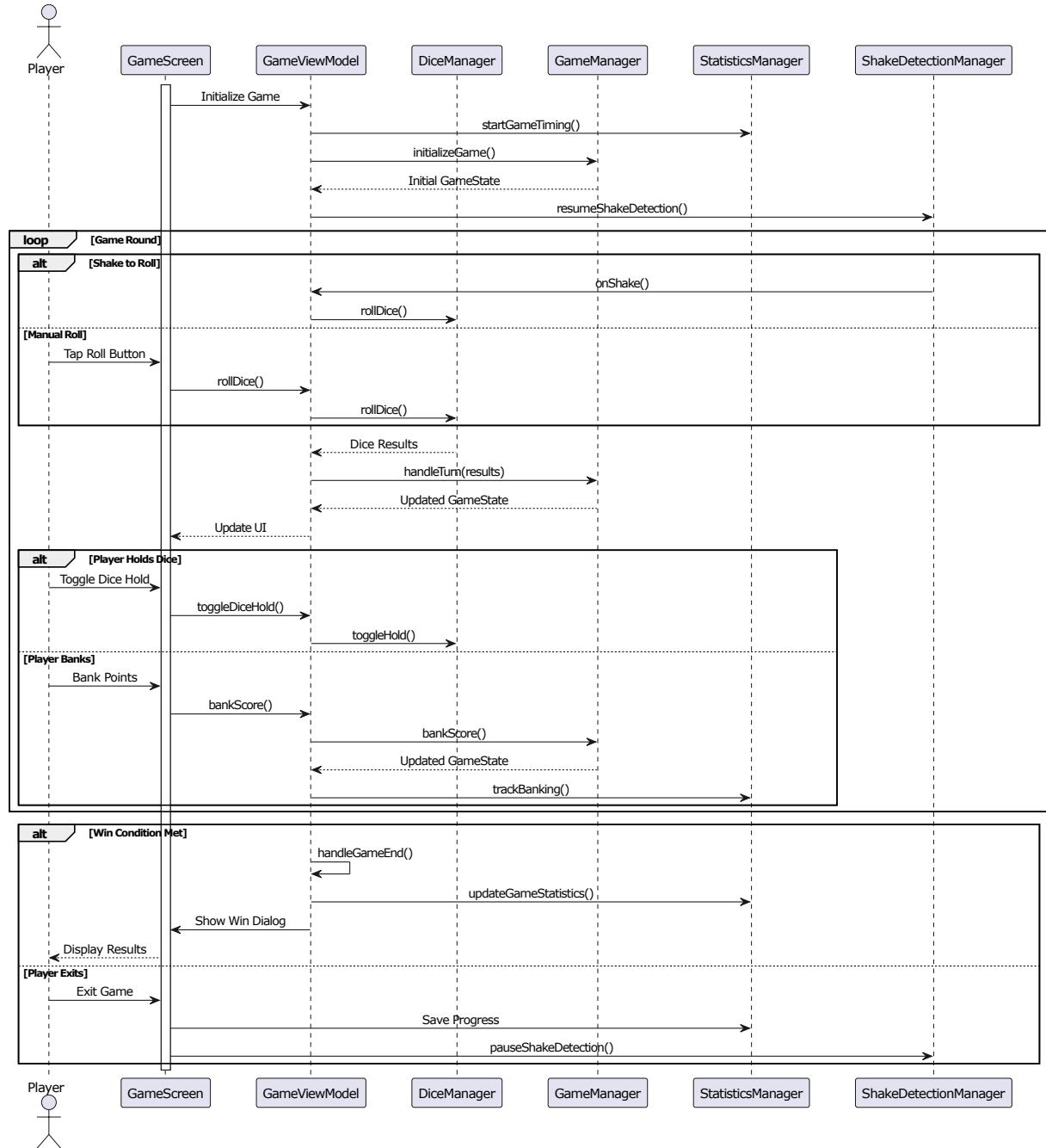


Figure 5.8: Game Flow Sequence in the Application

5.8.3 Analytics Flow Sequence

The analytics flow, shown in Figure 5.10, illustrates the steps involved in retrieving and displaying user statistics and analytics.

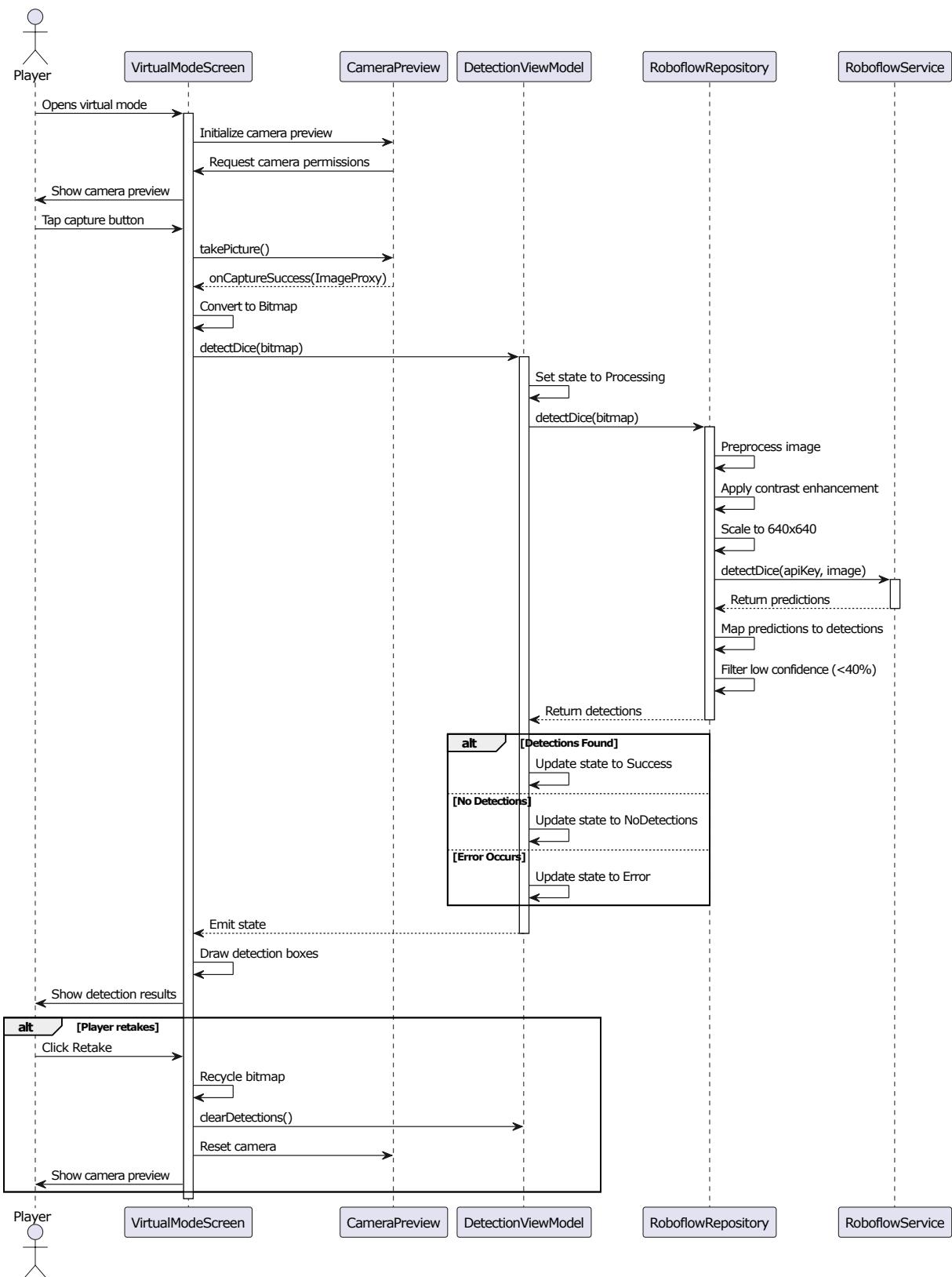


Figure 5.9: Virtual mode Sequence in the Application

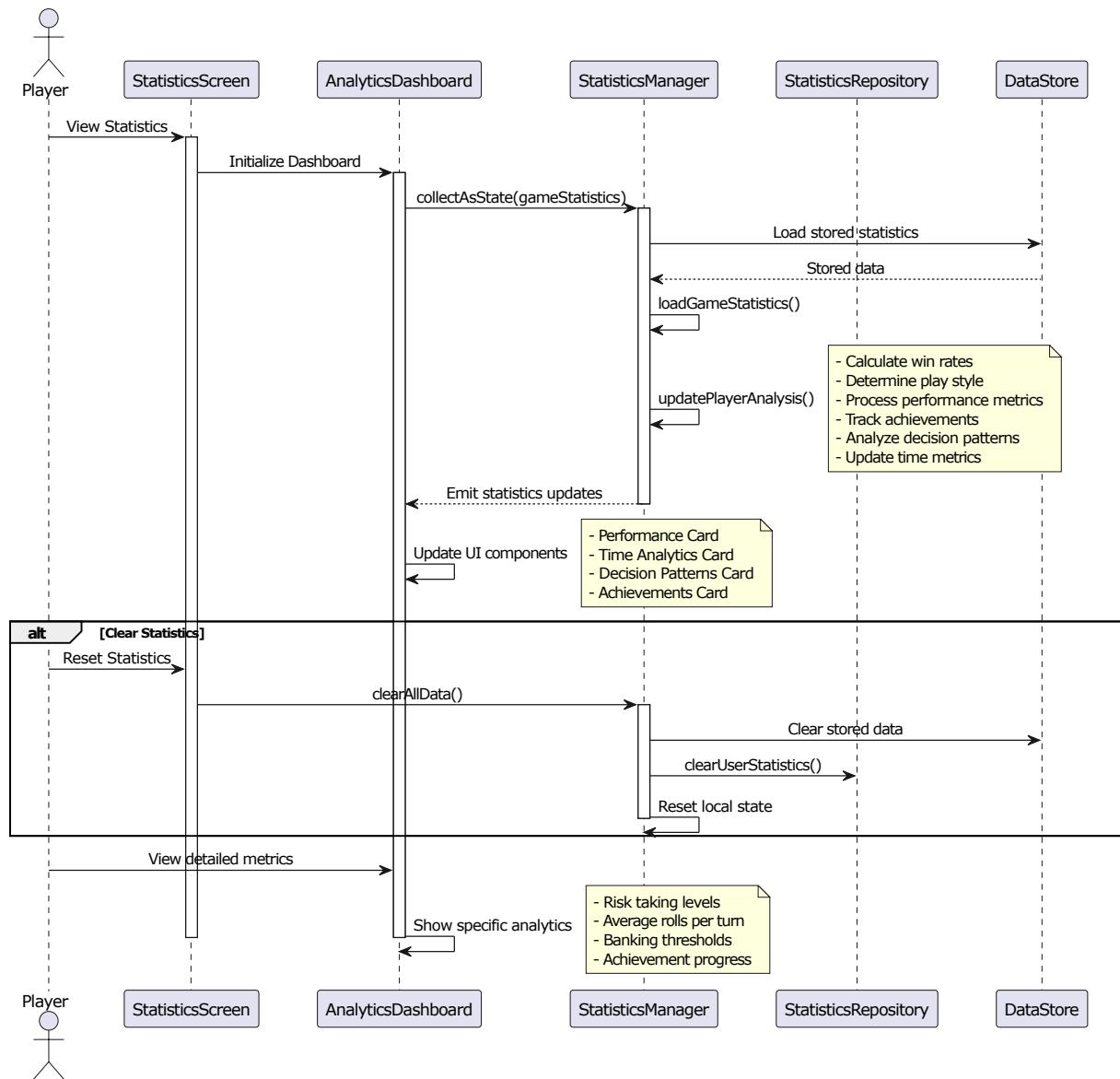


Figure 5.10: Analysis Flow Sequence in the Application

Chapter 6

Verification and Validation

Ensuring the reliability, functionality, and usability of software applications necessitates rigorous verification and validation processes. Verification confirms that the application is built according to design specifications, while validation ensures it fulfills user needs.

This chapter provides an overview of our quality assurance methods during application development. Specifically, it outlines the testing paradigm, test case designs, testing scope, detected and resolved bugs, and experimental results. These efforts aim to build confidence in the application's robustness and overall performance.

6.1 Testing

Test Type	Purpose	Scope
Unit Testing	Validate individual components or functions.	Core game logic, utility functions.
Integration Testing	Ensure correct interaction between modules.	Game logic and UI, image recognition and AR modules.
System Testing	Verify the complete application works as intended.	End-to-end gameplay, AR interactions.
Regression Testing	Identify defects after changes to the codebase.	Post-fix validation of all modules.
Performance Testing	Measure responsiveness and stability under load.	Frame rate, AI performance with multiple players.

Table 6.1: Summary of Testing Types and Scope

The table above summarizes the different testing types, their purposes, and scopes for

this application.

The V-Model testing paradigm guided the verification and validation of this application. A structured approach, particularly suitable where high-quality assurance is critical [31], the V-Model expands on the traditional Waterfall Model by emphasizing a parallel relationship between development and testing phases (Figure 6.1).

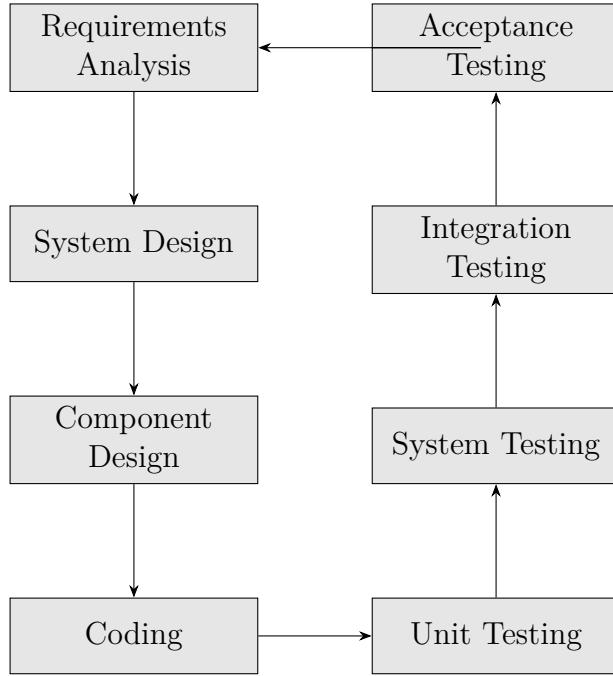


Figure 6.1: Simplified V-Model Diagram

Each development activity was paired with a corresponding testing phase to ensure systematic validation at every stage; for example, requirements analysis was linked to acceptance testing. The V-Model's clarity and emphasis on accountability made it an ideal paradigm for this project, with its aim to deliver a reliable, user-friendly application.

The V-Model incorporates two fundamental types of testing:

- **Verification:** Involves activities like reviews, inspections, and static testing to confirm the application meets specified requirements. For example, unit tests confirm that individual components behave as designed.

```

1      @Test
2      fun `test game initialization`() {
3          val gameState = balutGameManager.initializeGame()
4
5          // Verify initial state
6          assertEquals(2, gameState.playerScores.size)
7          assertTrue(gameState.playerScores[0]!!.isEmpty() == true)
8          assertEquals(1, gameState.currentRound)
9          assertFalse(gameState.isGameOver)
10     }
11
  
```

Listing 6.1: Unit Test for Game Initialization

- **Validation:** Consists of dynamic testing where the final product is evaluated to confirm it meets user requirements and needs. For example, integration tests are done to confirm correct interactions between software modules.

```
1  @Test
2      fun `detectDice should update state correctly`() = runTest {
3          val detections = listOf(mockk<Detection>())
4          coEvery { repository.detectDice(any()) } returns detections
5
6          viewModel.detectDice(mockBitmap)
7          assert(viewModel.detectionState.value is DetectionState.Processing)
8
9          testDispatcher.scheduler.advanceUntilIdle()
10         assert(viewModel.detectionState.value is DetectionState.Success)
11     }
12 
```

Listing 6.2: Integration Test for Dice Detection

6.2 Test Cases and Testing Scope

The application's testing strategy utilized full and partial approaches, as outlined below.

6.2.1 Full Testing

Full testing focused on critical components of the application:

- **Game Logic:** Included comprehensive tests of all game rules and scoring mechanics, targeting game manager components:

```
1  @Test
2      fun `test player rolls 1 and loses turn`() {
3          val initialState = pigGameManager.initializeGame()
4              .copy(currentPlayerIndex = 0)
5          val updatedState = pigGameManager.handleTurn(initialState, 1)
6
7          assertEquals(AI_PLAYER_ID.hashCode(), updatedState.currentPlayerIndex)
8          assertEquals(0, updatedState.currentTurnScore)
9          assertEquals(0, updatedState.playerScores[0])
10     }
11 
```

Listing 6.3: Unit Test for Game Logic

- **User Interface:** Usability and responsiveness of the UI were assessed across different devices and screen sizes.
- **Integration Testing:** Validated the interaction of various application modules and their integration within a single system.

```

1   @Test
2   fun `integration test gameViewModel`() = runTest {
3     val gameState = viewModel.handleTurn(listOf(1))
4     assertEquals(gameState.currentPlayerIndex == AI_PLAYER_ID.hashCode())
5   }
6

```

Listing 6.4: Integration Test for Game View Model

6.2.2 Partial Testing

Partial testing was applied to less critical components, with an emphasis on functionality isolation:

- **Unit Testing:** Individual methods were assessed using JUnit tests focused on isolated code.

```

1   @Test
2   fun `test roll dice for Greed game`() = runTest {
3     val results = diceManager.rollDiceForBoard(GameBoard.GREED.modeName)
4     assertEquals(6, results.size)
5     results.forEach { dice ->
6       assertTrue(dice in 1..6)
7     }
8   }
9

```

Listing 6.5: Unit Test for Dice Rolling

- **Regression Testing:** Existing functionality was assessed post-fixes and/or new additions to the code base, specifically to check and confirm errors fixed do not manifest and do not effect further components.

```

1   @Test
2   fun `test game completion`() {
3     // Create a state where all categories are filled except one
4     val allCategories = BalutGameManager.CATEGORIES
5       .associateWith { 10 }
6       .toMutableMap()
7     allCategories.remove("Choice")
8
9     val initialState = balutGameManager.initializeGame()
10    .copy(playerScores = mapOf(0 to allCategories))
11
12    val updatedState = balutGameManager.scoreCategory(
13      initialState, listOf(1,2,3,4,5), "Choice")
14
15    assertTrue(updatedState.isGameOver)
16    assertEquals(15, updatedState.playerScores[0]?.get("Choice"))
17  }
18

```

Listing 6.6: Regression Test for Game Completion

6.3 Detected and Fixed Bugs

During testing, several issues were identified and subsequently fixed. Notable bugs included:

- **Shake Detection Sensitivity:** Rapid shaking triggered multiple dice rolls, fixed with a debounce mechanism.

```
1  fun resumeShakeDetection() {
2      shakeDetectionManager.setOnShakeListener {
3          viewModelScope.launch {
4              shakeFlow.emit(Unit)
5          }
6      }
7      viewModelScope.launch {
8          shakeFlow
9              .debounce(300) // Added 300ms debounce
10             .collect {
11                 if (!isRolling.value && isRollAllowed.value)
12                     rollDice()
13             }
14         }
15     }
16 }
```

Listing 6.7: Fix for Shake Detection Sensitivity

- **Settings Navigation State Loss:** Navigation to the settings screen reset the game state; addressed by using launched effects for navigation to ensure game state retention.

```
1  LaunchedEffect(selectedBoard) {
2      // Only reset game if board type changes
3      if (selectedBoard != currentBoardType) {
4          viewModel.setSelectedBoard(boardType)
5          viewModel.resetGame()
6      }
7  }
```

Listing 6.8: Fix for Settings Navigation State Loss

- **Game State Initialization:** Game state not correctly initialized leading to incorrect player scores. Was fixed by ensuring the game state was reset correctly when starting the game.

```
1  fun resetGame() = viewModelScope.launch {
2      _showWinDialog.value = false
3      _heldDice.value = emptySet()
4      diceManager.resetGame()
5      statisticsManager.startGameTiming()
6  }
7 }
```

Listing 6.9: Fix for Game State Initialization

- **UI Responsiveness:** Some UI elements were unresponsive on certain devices. This was resolved with optimization in UI rendering to render responsive on diverse display dimensions.
- **Dice Recognition Accuracy:** Dice value misidentification; fixed by refining the image processing techniques with a min-max normalization of pixel brightness values to enhance pips from backgrounds.

6.4 Results of Experiments

During application development, valuable insights into performance and usability were gained through several experiments:

- **Performance Metrics:** A consistent frame rate of 60 FPS during gameplay with single or multiple opponents demonstrates adequate application smoothness.
- **User Feedback:** User testing, conducted across diverse participants, revealed high satisfaction with an average of 4.5 out of 5 in regards to user interface and overall functionality.

Chapter 7

Conclusions

This chapter summarizes the project's key findings and achievements, reflecting on the objectives outlined in the thesis, the challenges encountered during development, and potential paths for future enhancements.

The game project successfully met its primary objectives, resulting in a modern Android application that implements multiple classic and custom dice game variants. The application features three distinct game variants: Pig, Greed, and Balut each with unique rules and gameplay mechanics, which were designed to enhance user engagement and provide a comprehensive gaming experience. An adaptive AI opponent was also developed to challenge players, adjusting its difficulty based on their performance. This AI provides a more engaging experience, and encourages strategic thinking, making the game more dynamic. The application also boasts a user-friendly interface designed with a modern Material Design 3 UI, ensuring an intuitive user experience. The implementation of customizable themes and touch controls enhances accessibility and user satisfaction. The application follows MVVM and Clean Architecture principles, which promote maintainability and scalability. Dependency injection using Hilt and reactive programming with Kotlin Coroutines and Flow were effectively utilized. Finally, the application was validated with a thorough testing strategy, including unit tests and integration tests, which ensured the reliability and stability of the application.

Throughout the development, several challenges were encountered. Implementing the various game rules and ensuring accurate scoring mechanisms proved complex, requiring extensive testing and debugging. Creating an adaptive AI that could effectively challenge players was also a significant hurdle, requiring much trial and error to balance the AI's difficulty level. The design of a user-friendly interface that accommodates various screen sizes also required careful consideration and multiple iterations to achieve the desired outcome. Furthermore, implementing user authentication and data synchronization presented complexities. Setting up and managing user authentication with Firebase, navigating its documentation, and handling different authentication flows was challenging. Similarly, ensuring seamless data synchronization between Firebase and Android's DataStore required

careful management of data consistency and conflict resolution. Finally, the implementation of image recognition was also difficult. The first attempts to train a custom model with TensorFlow Lite, was difficult and very time consuming, and in the end, Roboflow had to be adopted as a solution for its ease of use and effectiveness in handling image recognition tasks.

While the project has achieved significant milestones, several avenues for future development remain. Future updates could include additional game variants or modes, such as multiplayer options or online leaderboard. This would be useful to enhance competitiveness and social interaction among players. Further development could also focus on improving the AI's decision-making algorithms, and providing the option to select the difficulty of the AI. Integrating augmented reality (AR) elements could also provide a more immersive gaming experience, allowing players to interact with the game in new and innovative ways. Expanding the application to support other platforms, such as iOS or web-based versions, could also broaden the user base and increase accessibility. Finally, the implementation of a feedback mechanism within the app could help gather user insights, guide future enhancements, and ensure that the application continuously meets user expectations.

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Appendices

Index of abbreviations and symbols

UI User Interface.

AI Artificial Intelligence.

API Application Programming Interface.

ML Machine Learning.

UML Unified Modelling Language.

AR Augmented Reality.

RAM Random Access Memory.

GB Gigabyte.

MB Megabyte.

ARM Advanced RISC Machine.

RISC Reduced Instruction Set Computing.

SDK Software Development Kit.

APK Android Package Kit.

MVVM Model View ViewModel.

UX User Experience.

CNN Convolutional Neural Network.

Listings

3.1	Image Preprocessing Pipeline	15
3.2	Initial Dice Detection Pipeline	16
3.3	Launching a Coroutine	17
3.4	Suspend Function Example	18
3.5	Error Handling in Coroutines	18
3.6	handleAITurn Function	20
3.7	handleTurn Function	21
6.1	Unit Test for Game Initialization	58
6.2	Integration Test for Dice Detection	59
6.3	Unit Test for Game Logic	59
6.4	Integration Test for Game View Model	60
6.5	Unit Test for Dice Rolling	60
6.6	Regression Test for Game Completion	60
6.7	Fix for Shake Detection Sensitivity	61
6.8	Fix for Settings Navigation State Loss	61
6.9	Fix for Game State Initialization	61

List of additional files in electronic submission

Additional files uploaded to the system include:

- source code of the application,
- test data,
- a video file showing how the application developed for the thesis is used.

List of Figures

2.1	Use case for the game's main menu.	7
2.2	Use case for the game's core gameplay.	8
4.1	Screens displayed when starting the game.	27
4.2	The Games main interfaces.	28
4.3	Game Boards in the Application	29
4.4	Roll and End Turn Button	30
4.5	Player Management and Editing	31
4.6	Balut Category Selection	31
4.7	Selecting Dice to Hold	31
4.8	Balut Roll and Score Button	32
4.9	Custom Board Settings	32
4.10	Score Modifiers and Reset	33
4.11	Instructions and Settings.	34
4.12	Statistics Screen	35
4.13	Board Features in the Application	38
4.14	Additional Features and Interactions	39
5.1	High Level MVVM Architecture.	41
5.2	Initial UI designs and prototypes created in Figma	43
5.3	Roboflow dataset management interface showing dice image annotations	44
5.4	Project Gantt chart showing development phases and milestones	45
5.5	Class Diagram of the Application	51
5.6	Models Diagram of the Application	52
5.7	Package Structure of the Application	52
5.8	Game Flow Sequence in the Application	53
5.9	Virtual mode Sequence in the Application	54
5.10	Analysis Flow Sequence in the Application	55
6.1	Simplified V-Model Diagram	58

List of Tables

2.1	Main Menu Use Case Interactions	7
2.2	Game Use Case Interactions	9
6.1	Summary of Testing Types and Scope	57