Dice Roll Use Case and Story Board

Use Cases:

1. As a user, I want to be able to select the type of dice I want to roll (e.g. D6 or D10).
2. As a user, I want to see the result of the dice roll after I click the roll button.
3. As a user, I want to be able to roll the dice multiple times without refreshing the page.
4. As a user, I want to be able to clear the results of the previous dice rolls.
5. As a user, I want to be able to roll multiple dice at once (e.g. roll two D6 dice).
6. As a user, I want to see the total sum of the dice rolls (e.g. if I roll two D6 dice, I want to see the sum of both rolls).

Storyboard:

1. The user navigates to the landing page for the tabletop game project.
2. The user sees a section for the dice generator, where they can select the type of dice they want to roll (e.g. D6 or D10).
3. The user selects the type of dice they want to roll.
4. The user clicks the roll button and sees the result of the dice roll.
5. The user decides to roll the dice again and clicks the roll button again to see a new result.
6. The user decides to roll two D6 dice at once and selects that option.
7. The user clicks the roll button and sees the results of both dice rolls and the total sum of both rolls.
8. The user decides to clear the previous results and clicks the clear button to start again.