

# Requirements Document

**Date Submitted:**

May 8, 2025

**Application Title:**

Dice Minigame Collection

**Purpose:**

A collection of simple, dice based mini-games

**Program Procedure:**

From a menu, the user should be able to choose a game mode and then play the game until they choose to exit.

**Algorithm, Processing, and Conditions:**

1. The user chooses a mini-game from a central menu or views a “How to Play” menu
2. The player chooses a game from the options:
  - a. Dice Roll: a die is rolled and the result is displayed
  - b. High or Low: the player must guess whether the next die rolled will be of a higher or lower value
  - c. War: the player and CPU both roll a dice, with the higher roll winning
  - d. Goose’s Gambit: two sets of six dice are rolled. The player can choose a number of dice to reroll in order to roll a scoring pattern
  - e. Exit game
  - f. Instructions, which prints

the contents of an included  
text file

3. The chosen game repeats until  
the user quits

**Notes and Restrictions:**

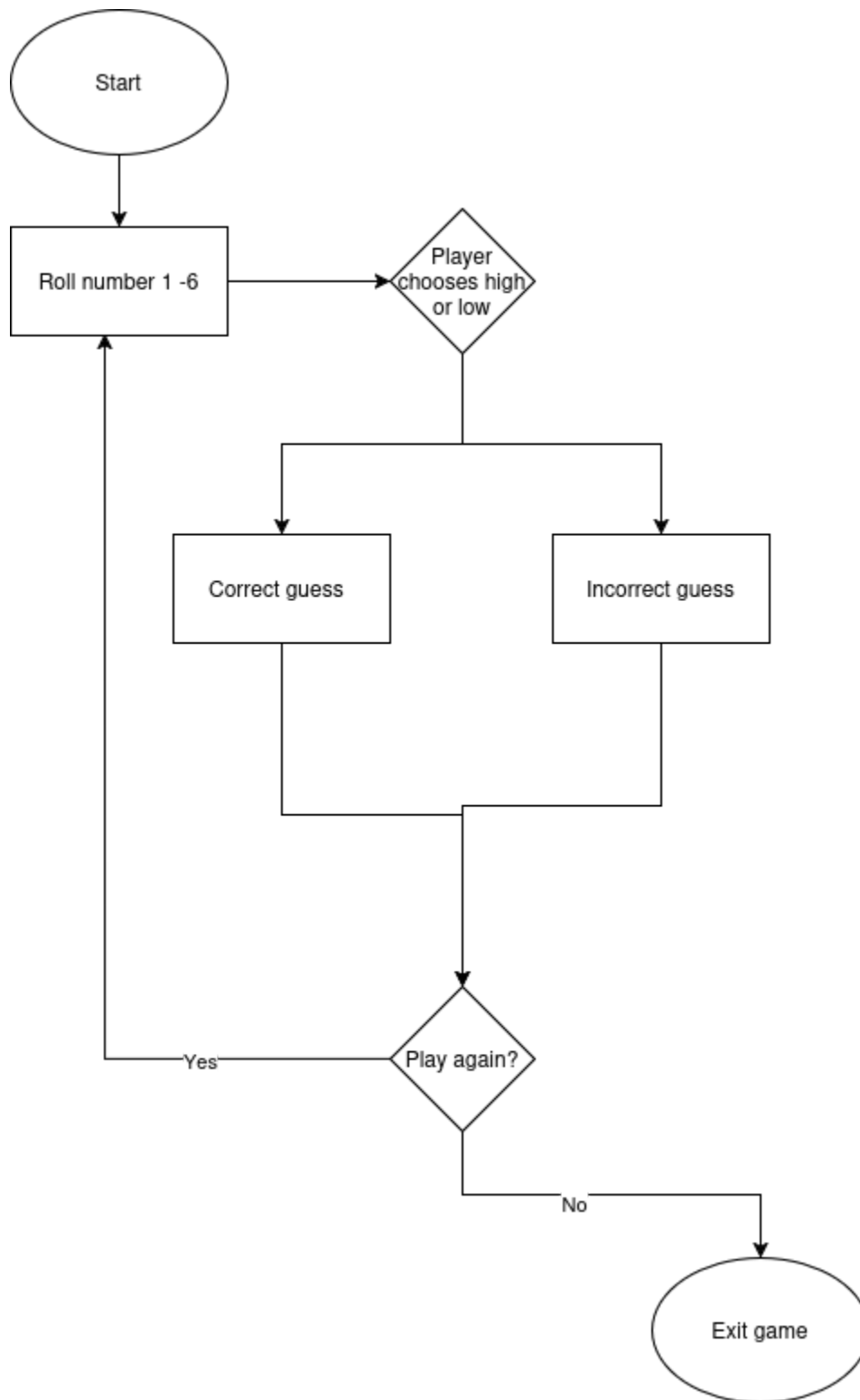
Instructions for each game are kept in a separate text file that can be printed to the screen on request

**Comments:**

Goose's Gambit had the working title Dice Poker, and is still referred to as such in the files, the function name, and the flowchart. It was a game invented for this project, but is a combination of the games Farkle and Poker.

Each game is also kept in a separate file for readability, but can be run directly from [dice.py](#), which imports the others

# Flowcharts + Pseudocode



Start high/low game

Roll a dice from 1-6 and store as current\_roll

Ask player "High or Low"

Roll a dice 1-6 and store as next\_roll

Display next\_roll

If guessed correct

Display "Correct!"

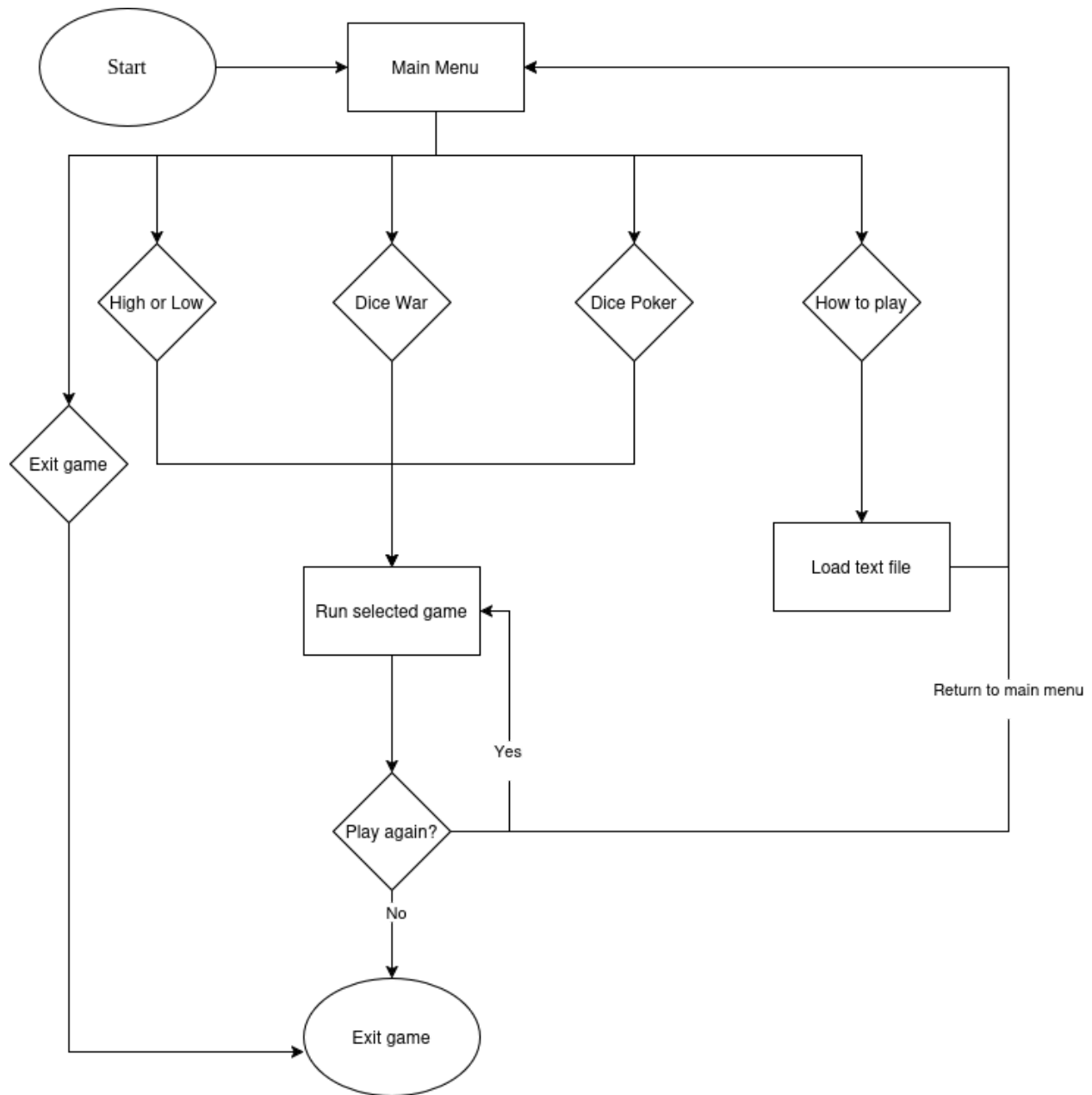
Else:

Display "Incorrect"

Ask to play again:

Yes: restart

No: exit game



Start game selection menu:

Display options: High/low, dice war, dice poker, instructions, exit

If choice is a game:

Run selected

If choice is instructions

Print text file with instructions

Until exit

# GUI Sketch

## 🎲 Dice Minigame 🎲

