**Wk4:**

For my project I decided I wanted to make a GUI dice roller that has an actual image of a selected amount of dice when a result is decided. My referencing so far has been from my rock paper scissors file, I am referencing it for the tk library.

This week I have made a skeleton to add on to throughout the semester, I made a GUI window with a label and a button and an empty function to decide the number the dice rolled.

My repository: <https://github.com/Oweng090/project>

Here is what running the program looks like so far:

A screenshot of a computer

AI-generated content may be incorrect.

A screenshot of a computer

AI-generated content may be incorrect.

**Wk6:**

So far I have added the tkinter canvas to my program and added an area with two dice that have dots and do roll, I want to make the program more appealing and add the option to different color themes and how many sets of dice you want to roll ( up to 6 sets at a time ).

A screenshot of a computer

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