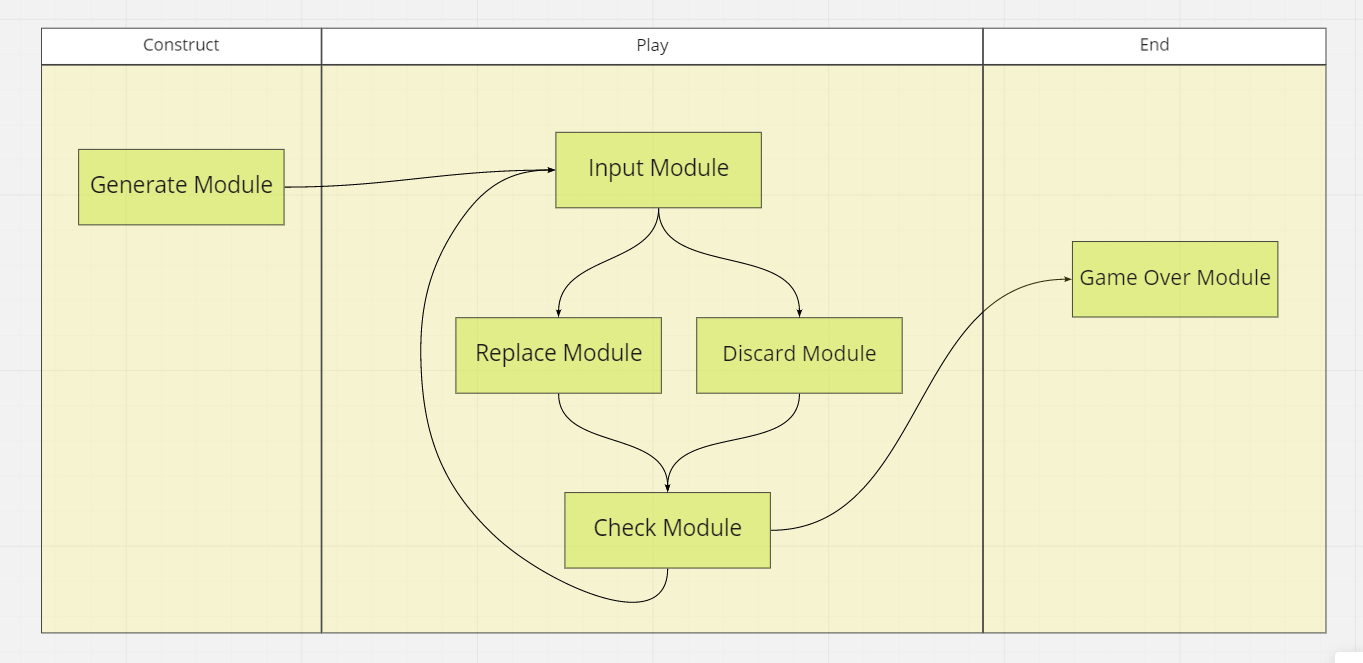
April 16 Evening:

I started to do this assignment. The first step I took is to follow the miro board I created last week. I first create many empty functions and let all this function’s relationship became what is showing up on the miro board.



Then, I start to complete the generate module first. The first problem I’m facing is how to let all those dice place like a grid. So, I decided to use a layout group in UGUI to layout all those dices as grid. Then I find out that using layout group will let the moving and shaking animation unplayable. So, I need to turn off the layout group after the generating process is finished. And using a variable to store all the position so that the new generated dice and move to correct position.

The next problem I’m facing is while implementing the replace module. I’m using a dice to store the number and color, and a class called diceUI to dule with actual UI. And I’m using two list, to duel with the dice and diceUI separately. Then I find out this is very confusing while coding. I don’t need to use two list. I can use a list to duel with diceUI and using diceUI to store dice.

I’m list that a Game Over Module on the miro board, but while the actual developing. I find out that I don’t need a game over module, I can put all those thing into check module.