**Team #20 Final Project – “DICE DASH”**

**Design Document**

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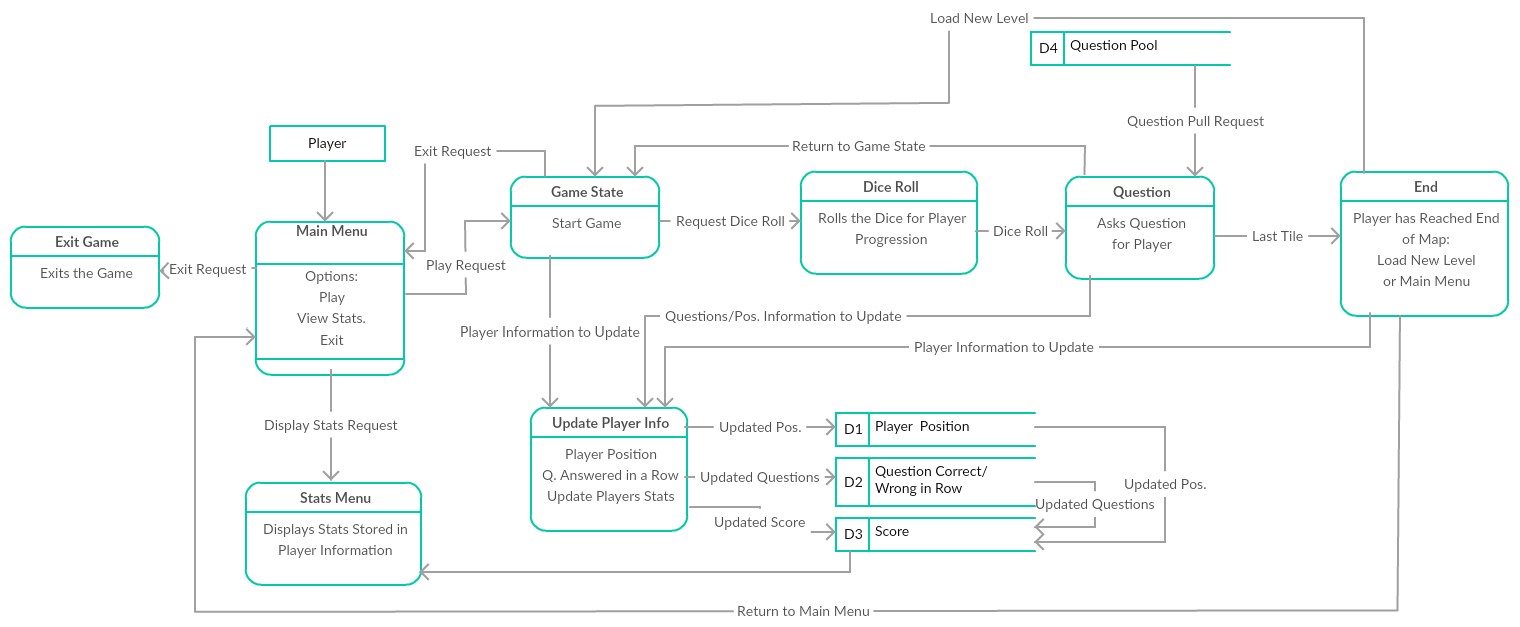
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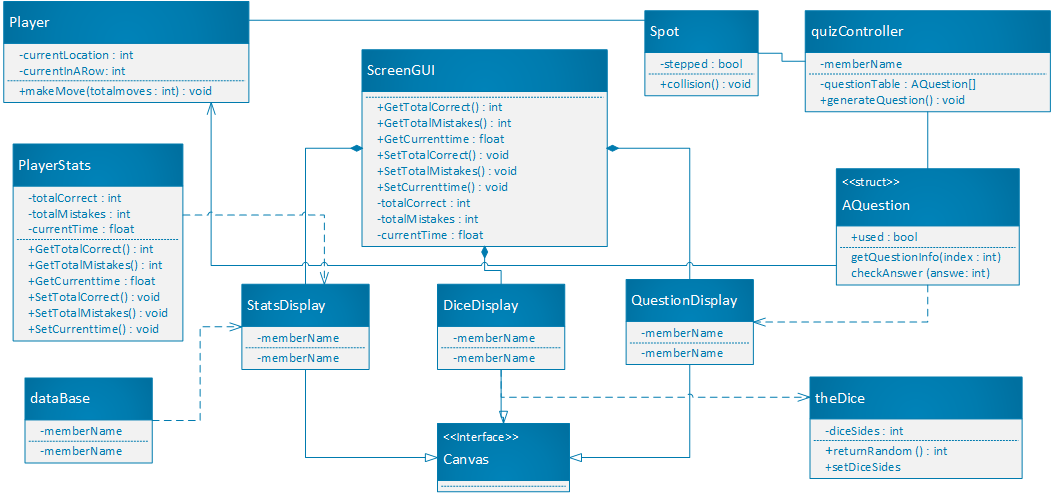
1. **Game Description**

This dice based educational 3D trivia game will allow the user to learn and practice different subjects from ASU’s Introduction to Software Engineering – CSE360 course. The user goal is to reach the end of the path by throwing the dice and answer material based questions while doing it as fast as possible.

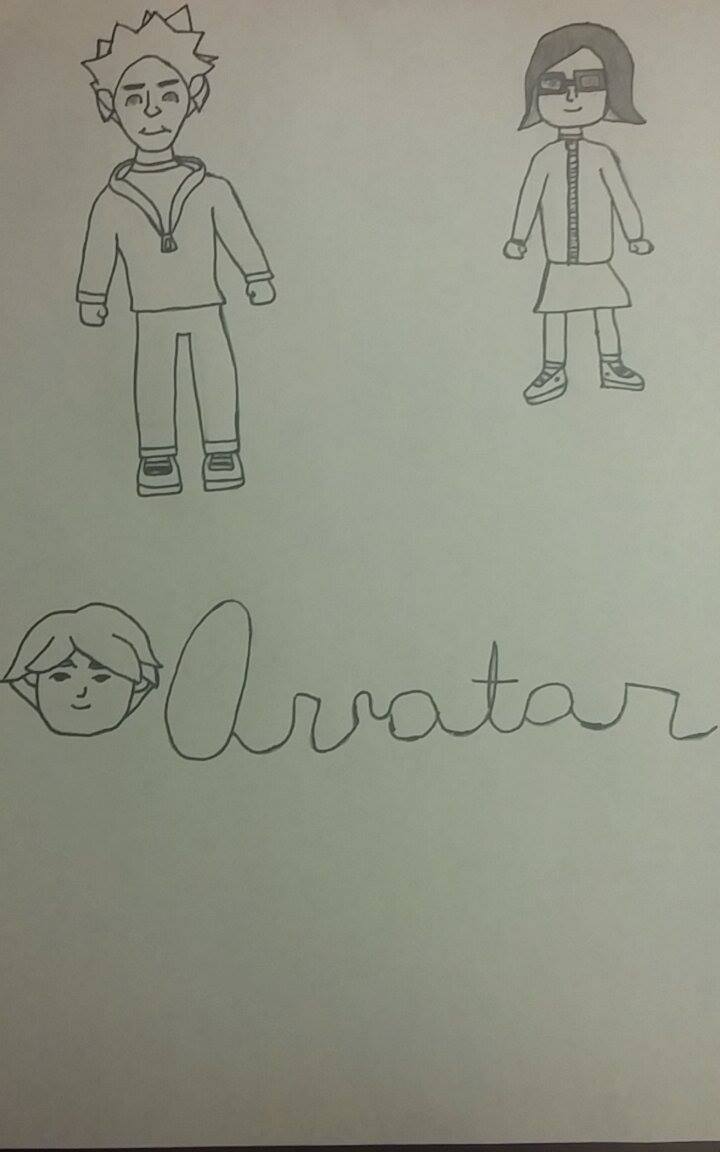
1. **Game Rules**
   * Movement is made based on the dice result
   * Correct answer – stays in the new spot
   * False answer – move to the pervious spot
   * 3 Correct answers in a row – jump additional 2 spots
   * 3 False answers in a row – jumps back 2 spots from the original place
2. **User Stories**
3. **Use Case Diagram**
4. **Flow Diagram**

Dice Game Flow Diagram.pdf



1. **UML Class Diagram**

CSE360\_Team20\_UML.pdf

1. **Project Timeline**
2. **Gui Mock-ups**
   * Optional Avatars:  
     
   * Main Menu screen:****
3. **Project Backlog**
4. **Project Testing**

( see project **readme** file for more info )