

# CIS 651 – Mobile Application Programming

## Assignment #2

Develop an iOS Dice Game application.

- The first screen must be your game (show the most important screen first)
  - You have the flexibility in designing your own game rule
- At least, game score and round # must be updated and displayed after each play
- At least, start over (reset) and play buttons must trigger corresponding actions
  - Must implement Alert Event Handling
  - Alert can be dismissed
- Layout example with two dice (example only):



- Add two more screens: one for game instruction and rules and another for author (you can reuse your first assignment)
  - Implement navigation from the game screen to the other screens
  - Use dismiss method to go back to the game screen
  - Design screens with the same theme as the main game screen
  - For the rules screen
    - Describe the rules you used for your game
  - For the author view
    - You need to design your screen layout to describe yourself
    - Add any objects for your name, your profile description
    - Add at least one Imageview for your own photo
    - Add at least one button connected to an alert popup, content of messages is your choice
    - Try to change theme, font, color of objects
- Use random number generator for rolled dice
- Use at least 4 dice
  - Multiple image views
  - You don't need to do the exact same game as I showed in the class

- Each rolled number (generated random number) must be shown with a corresponding image
- You need to make use of at least one slider or one stepper or both
- Implement your own game rules for score (your game has to play as described by the rule)
- Your screen design matters
- Create your own App Icon
- Must be shown in different screen size

Note: You can implement this homework using either Storyboard or SwiftUI. However, we suggest you use a different method than what you used in Assignment 01.

## **Deliverables**

- Record your screen to show your code, storyboard, icon, and running app (show both orientations and two devices)
- Submit video and zipped project folder containing the files of DiceGame using Blackboard as follows.
  - 1) Log onto Blackboard.
  - 2) Click on Assignment 02.
  - 3) Browse and upload the desired file from your computer into Blackboard.
  - 4) Submit the assignment.