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**SRS**

Status indicators:

There are 4 indicators: burn, poison, asleep, and paralyze.

Each indicator is displayed as a circle with the status word printed inside of it.

Touching the indicator will toggle it on or off.

If the indicator is on, touching it will turn it off.

If the indicator is off, touching it will turn it on.

There is no limit to the amount of times an indicator can be toggled.

The indicator must toggle within 300 milliseconds of touching it.

When the indicator is off, the background of the circle is white.

When the indicator is on, the background of the circle is:

Burn – red

Poison – green

Asleep – light blue

Paralyze – yellow

Health points:

The health point tracker keeps track of the current health points.

The current health point value is displayed as a large numerical value, printed in the center of the screen.

The default health point value is 20.

Touching the health point value brings up a numerical entry dialog.

The entered number becomes the new health point value.

There is no minimum or maximum value for the health point value.

Next to the health point value is a large plus sign.

Touching the plus sign increases the health point value by 1.

Next to the health point value is a large negative sign.

Touching the plus sign decreases the health point value by 1.

Coin flipper:

The coin flipper simulates flipping a coin.

The coin is labeled “heads” and “tails”.

The coin is displayed in the screen, the most recent result side up.

The coin defaults to being heads up.

Touching the coin initiates a coin flip.

During the coin flip, the coin will appear to spin by changing its display from “heads” to “tails” every 100 milliseconds.

After either 1000 or 1100 milliseconds, the coin will stop on either “heads” or “tails.”

Die roller:

The die roller simulates rolling a single die.

The amount of sides of the die is set by a number on the screen.

The die defaults to a 6 sided die.

Touching the value brings up a numerical entry dialog.

The entered number becomes the new value.

The minimum value is 3. There is no maximum value.

There is a “roll” button below the die side value.

Toughing the button will generate a random numerical value, from 1 to the number of sides on the die.

The result is displayed as a large numerical value, printed on the bottom of the screen.

Player notes:

The player notes screen allows the user to add players by name and write notes for them, in the form of plain text.

The player notes screen lists every previously entered player name.

Touching a player name opens up a new screen for just that player

The screen shows the player name and the current notes for the player.

Touching the player name brings up a text entry dialog.

The entered name becomes the new name.

Touching the notes brings up a text entry dialog.

The entered notes become the new notes.

There is a “Save” button at the bottom of the page.

Touching the button saves all changes to name and notes.

There is a “Cancel” button at the bottom of the page.

Touching the button cancels any changes and brings the application back to the player notes view.

There is a “Delete” button at the bottom of the page.

Touching the button brings up a prompt “Are you sure you want to delete this player?” with two buttons: Yes and No.

Touching the Yes button deletes the player and brings the application back to the player notes view.

Touching the No button brings the application back to the current notes view.

There is a plus sign button at the bottom of the page.

Touching the button brings up a prompt for a player name and notes for that player.

A new player is created with the input name and notes.