Lab ex 8 notes

* Dice generator (d2, d4, d6, d8, d10, d12, d20,)
* Roll chosen dice -> random outcome
* Dice image with button under OOOORRRR (even cooler)
  + Picture of the dice when hovered over spins or highlights as the button.
    - Maybe add animation for roll?
    - Upon displaying result show that face of the dice.
      * MAYBE ADD MODIFIERS AND TYPES OF ROLLS (advantage, disadvantage)
      * Different skins/styles for dice (patterns maybe)
        + Let them mix and match skins
      * drop down menu or just pictures of dice ui
      * Probs show results for everyone to avoid cheating
    - No 3d
  + dropdown list with types of dice
  + use math.floor(math.random()\*6)+1 lmao

User stories: roll dice get result. Result show to everyone

Storyboard: 1) select dice

2) Roll dice

3) result

4) display result

2 braches: UI and rolliong dice, commit and merge completion.

Roll dice function

Unit tests