Dice

Roll ALL

Results

States:

Intro > PlayerSelect>game > final > quit or playAgain
- **Intro**
  - Show Title and instructions
  - Everything else is hidden
- **PlayerSelect**
  - Show number buttons or textbox to allow the user to select the number of Players
  - Everything else is hidden
- **Game**
  - Title and instructions hidden
  - Play button hidden
  - Quit button hidden
  - Roll button is shown
  - Dice are shown
- **Final**
  - Dice Hidden
  - Title and instructions hidden
  - Play and quit buttons shown

Sprite:

- **Dice**
  - When clicked will roll the single dice up to two times if their is a 1

UI comps:

- **Background**
  - Because the game is bar dice it will be best to have the background as a Tavern
  - It would be great if it was Pixelated and make it look more retro
- **Instructions**
  - Print the Title
    - Below this print the Instructions for Bar Dice a simple game played mainly in Wisconsin and the Midwest
  - When clicked the NUMPlayer screen will show
- **BtnRollAll**
  - When pressed will roll all of the die
- **BtnQuit**
  - Appears after the game is over in the pause state
  - Will exit the program
- **BtnPlay**
  - Appears after the game is over in the pause state
  - Will run the program again starting with the player select screen
- **BtnNum**
  - This will appear on the PlayerSelcet screen and allow the player to select a number of players
- **lblResults**
  - Shows the results of the "flop" or dice roll
- **lblNumRolls**
  - Shows the number of rolls left
- **lblNextPlayer**
  - Hides everything and prints Next Player
  - When clicked will play the game again
  - Subtracts one from numPlayers

Sounds:

- **Dice Roll**
  - Played when the dice are rolled
- **Background music**
  - To go with the background tavern music would work well with the asstetic

Milestones:

- Look for the background and dice sprite
- Look for sound
- Add dice and for now just make sure the distance is correct, and they are looking ok
- Add BtnRollAll to make all of the die roll
- Add in the game rules gradually at the start. Just focus on making sure the values are correct and are working correctly
- Make the BtnNum and PlayerSelect parts to allow the game to function the way it is intended
- Add quit button
- Add play button
- Add intro

Stretch goals:

- Try to add a cup animation to make the die look like they have been rolled
- Add a high score keeper to compete with friends

Sources:

- I made the Die
- 2DPIXX made the pub background and I shortened the image
- The music Flagonlord was made by Bryan Wysopal