

User Stories for EasyChoice

Main Features

- **User Story #1:** User chooses (by touch screen) a randomizer type within the app interface.
- **User Story #2:** User presses a button to flip a coin.
- **User Story #3:** User inputs and removes choices to be randomized.
- **User Story #4:** User presses a button to spin a wheel of varying inputs.
- **User Story #5:** User chooses a pre-made element-set (i.e. a list of things) to be randomized from a menu/list of element-sets.

Optional/Undecided Features

- **Optional/Undecided User Story #1:** User chooses a tile to reveal a user input.
- **Optional/Undecided User Story #2:** User presses a button to save the results of a randomizer.
- **Optional/Undecided User Story #3:** User presses a button to access a menu/list of the saved results of previous randomizations.
- **Optional/Undecided User Story #4:** User changes the probability values of a user input within a randomizer.
- **Optional/Undecided User Story #5:** User chooses a range of numbers (i.e. 1-50).
- **Optional/Undecided User Story #6:** User presses a button to generate a random number within the chosen number range.

- **Optional/Undecided User Story #7:** User creates a custom element-set that can be randomized, which is added and saved to the menu/list of element-sets that the user can choose from to be randomized.
- **Optional/Undecided User Story #8:** User presses a button to cancel creating a custom element-set.
- **Optional/Undecided User Story #9:** User presses a button to remove a custom-made element-set from the menu/list of element-sets.
- **Optional/Undecided User Story #10:** The user *cannot* remove a *pre-made* element-set from the menu/list of element-sets.
- **Optional/Undecided User Story #11:** User presses a button to choose the number of dice.
- **Optional/Undecided User Story #12:** User presses a button to simulate rolling dice.