**Primary actor:** Players (maximum four players at one time for each game session)

*Secondary Actor:* Game development operation backend.

Description: In the tabletop game, players will roll one dice to determine how many steps their playing piece can move. Players will not need to enter their names as they will be represented by objects such as a horse, car, ship, or dog. The dice function will be incorporated into the game by the devsInc backend team. When the dice is rolled, the number shown will indicate how many steps the chosen object can move.

**Basic Flow :**

1. A player navigates to the tabletop game site and logs in.
2. The player selects an object and a dice face to play with (e.g., dice 6 or dice 10).
3. The player rolls the dice by clicking the relevant dice button.
4. The result of the dice roll is displayed as a number.
5. The piece representing the player can then move some spaces equal to the dice roll result.

*The devsInc backend basic flow:*

1. The object representing a player is connected to the dice functions (the random number function and the show result function).
2. The object moves some spaces equal to the dice roll result.

**Specific description of the project usage by the users:**

*Project assigned by devsInc:*

*To produce a dice generator that shows the randomized number of a particular dice face chosen by a player. The agreed dice faces are:*

1. *Dice 6*
2. *Dice 10*
3. *Dice 12*

*The devsInc backend team will integrate the dice generator function.*