**Dice Game User Stories**

**65 points**

**Goal:** Build a functional, web-based or console-based dice game utilizing HTML, CSS, and JavaScript best practices

**Technologies:** JavaScript, HTML, CSS, Bootstrap, Design Practices

**User stories:**

**(5 points):** As a developer, I want to make consistent commits accompanied with good, descriptive commit messages.

**(10 points):** As a developer, I want to come up with a game concept played with dice, ensuring that my game concept is more complicated than “War”.

**(10 points):** As a developer, I want my game concept to be approved by an instructor, with part of the process being that I walk the instructor through my game idea so that project user stories can be written out with the instructor.

**(20 points):** As a developer, I want my game to have gameplay functionality.

**(10 points):** As a developer, I want to have one function capable of “rolling a die” (by generating a random number), regardless of the number of sides.

**(10 points)**: As a developer, I want to utilize six different dice within my game. (Recommended dice are 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and 20-sided. Different dice may be substituted. No 2-sided die.)

As a user, I want to have a character randomly chosen at the start of the game.

As a user, I want the ability to roll a dice to determine my character's movement or heading.

As a developer, I want a 20-sided die to determine encounters.

As a developer, I want turn-based combat determined by a number of dice rolls.

As a user, I want the ability to use spells and abilities after encounters to heal/ buff.

As a user, I want to win the game after I make it to and defeat the final boss.

As a user, I want some kind of victory screen.

Bonus:

-Real time turn based combat.

-Dynamically updated user interface.