

Gabriel Chapel
Mobile Application Development
Project 1
Milestone 1

Description

The app I plan to develop for this project is a two dimensional dice rolling app. It will allow users to roll up to 5 dice at a time, show the dice prior to and after rolling, and clearly present the result by summing the visible faces.

Audience

This app is directed towards people needing to roll dice but who do not have physical dice available.

Competition

After doing some research I found most apps involving dice only use them for an overarching game. Out of the free apps, the following three perform similarly to what I intend:

- Dice Roller
 - This one is the closest to the app I plan to develop. It can only roll up to five dice and takes a while for results to be presented.
- Dice (3D)
 - This app is three dimensional, which is beyond my current ability, and it has high aesthetic quality, however, use is also constantly interrupted with full screen advertisements.
- Dice (2D)
 - This app allows a user to roll up to 21 dice but is not very intuitive to use. The initial screen consists of nothing but a hamburger menu, the dice randomly fly across the screen, and there is no instruction on how to select or roll anything.

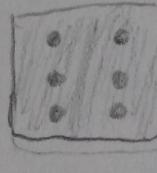
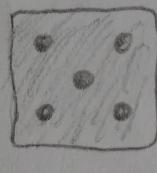
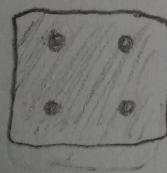
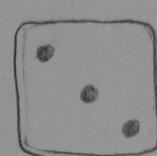
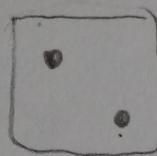
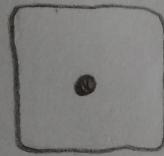
With these in mind, I will make my app more intuitive to use, clearly present results, and provide labels where needed. My results will be provided virtually instantly and there will not be any interruptive advertisements.

Content

I will fabricate the images of the dice and the formulas I need are trivial. I will use the developer website to write the functions for my app.

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Tap the Dice



Roll
All

Dice

3 —— 0