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Mobile Application Development
Grad Project
Milestone 1

**Description**
For this project, we plan to extend the concept from the Project 1 dice-rolling app and produce a digital Yahtzee game. This will allow the user to play solo games of Yahtzee and try to beat his or her own high score. Most of the technical elements in this app were already done in the dice-rolling app and we have learned other aspects, such as data persistence and multiple views in class. That said, this seems like a possible project.

**Audience**
This app is directed towards people who want to play Yahtzee but don't have dice or friends.

**Competition**
There are many other Yahtzee apps available, but ours will be different because it will be simply Yahtzee. The user interface will be clear and will not complicate the game with any extravagant features. Many of the available versions have only one view, which can make the experience somewhat overwhelming. Ours will have multiple views--one for the scoreboard and one for the dice. We will also record the user's high score so he or she can try to beat it.

**Content**
We will fabricate the images of the dice and the formulas we need are trivial. We will use the developer website to write the functions for our app.
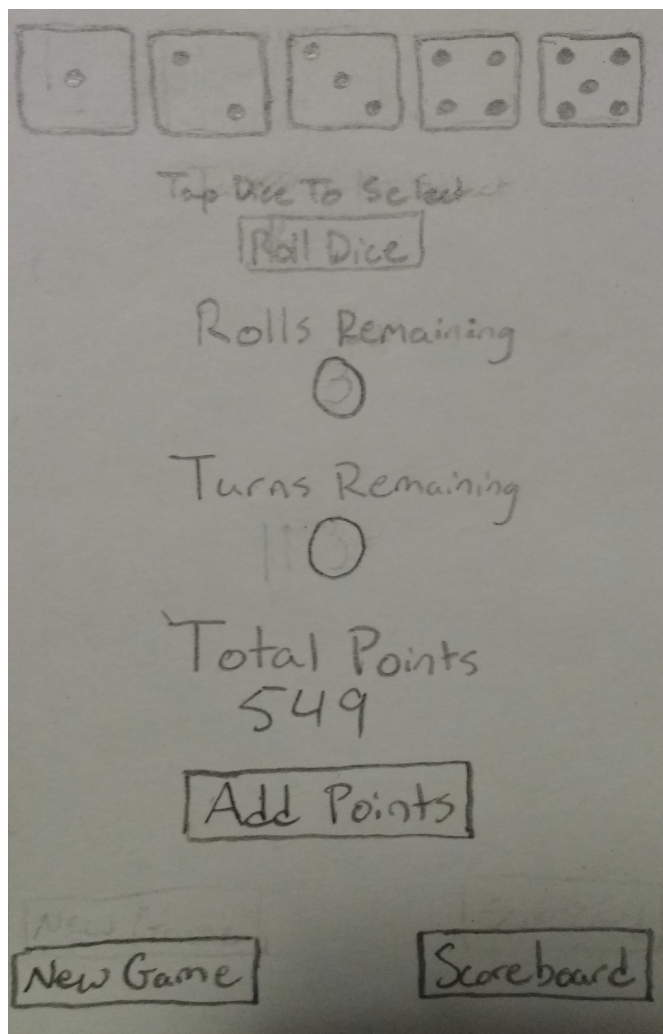


HIGH SCORE: 549

| | | How To Score | Points |
|---|---|---|---|
| Aces | = 1 | Add only Aces | 2 |
| Twos | = 2 | Add only Twos | 4 |
| Threes | = 3 | Add only Threes | 9 |
| Fours | = 4 | Add only Fours | 16 |
| Fives | = 5 | Add only Fives | 15 |
| Sixes | = 6 | Add only Sixes | 18 |
| BONUS If sore > 63 | | Score 35 | 35 |
| 3 of a kind | | Add total of all dice | 21 |
| 4 of a kind | | Add total of all dice | — |
| Full House | | Score 25 | 25 |
| Sm. Straight | | Score 30 | 30 |
| Lg. straight | | Score 40 | — |
| Yahtzee | | Score 50 | 50 |
| Chance | | Score Total of all dice | 24 |
| Yahtzee Bonus | | Score 100/yahtzee | 300 |
| Total Score | | ⟶ | 549 |