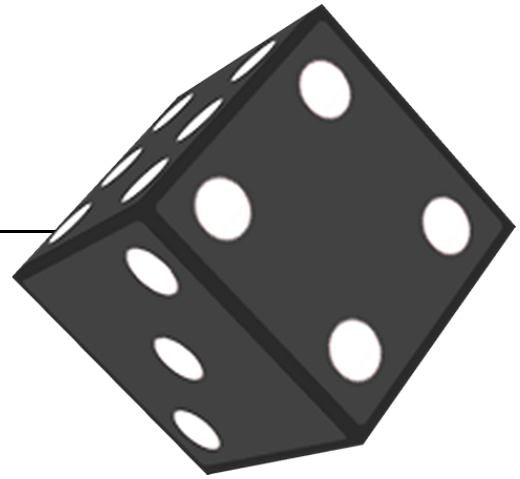


# Project SuperDice!

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## Basic concept

### Team members

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### Main idea

The app will be a simple dice game. For this project, one dice game will be implemented, but the app will be open for more dice-games.

### Key features

- Players can roll a die or multiple dice depending on the rules of the game using the device's accelerometer sensor.
- The rolling of the dice will return an array with integer values of the thrown dice results and is animated using OpenGL.
- Results can be stored.
- Results can be added to a total.
- Results and total can be compared to other players.
- We will implement „Pig“ [[http://en.wikipedia.org/wiki/Pig\\_\(dice\)](http://en.wikipedia.org/wiki/Pig_(dice))]:
  - Each player can enter his name or pick his name if it is already stored in the device memory.
  - Set a goal, for example 40 points.
  - The game starts and each player plays one turn.
  - The current player rolls a die...
    - ...if the result is 1, the score for the turn is set to 0 and his turn ends.
    - ...if the result is 2 to 6 the result is added to his total score.  
The player may roll again or skip, add the turn score to his total score and end his turn.
  - At the end, the player closest to the goal wins.

### Additional Features

This is a list of further, optional features

- Implementation of more dice-games
- Integration of Google Play for more interesting multiplayer options
- More things that will bring us slowly to perfection...