Project SuperDice!

Basic concept

Team members

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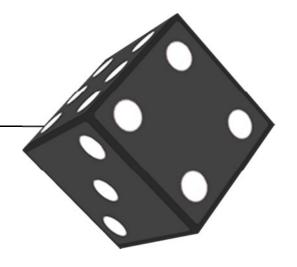- Hansjürg Jaggi (jaggh1)
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Main idea

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

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 totals can be compared to other players.
- We will implement „Pig" [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.

Server use

We will use our own Apache webserver with a MySQL database to store the user's names and number of games won. Data will be transferred using JSON. Using a centralized server allows to have unique user names and a global high-score list.

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…

Basic project plan

Task	Deadline
Define screenplay and UI design	21.03.2014
Define test cases	21.03.2014
First working prototype	28.03.2014
Testing, refactoring and finishing the project	04.04.2014