Project SuperDice !

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Summary

SupeDice ! a dice game for one or multiple players.

Key Features

Simulate a dice throw and get a number 1-6 as a result

Have a simple animation for that throw

Store the result of this throw

Add the result to a sum of throws

Compare results with other players

For this project we will only implement one game

 »Schwein gehabt »

* Declare a goal i.e . 40 Points
* Each player plays on round
* First Player throws a dice
* If the result is 2 to 6 -> add result to total
* Player then decides either to play on or keep his current total and his round ends
* If the result is 1 -> result 0 and round ends
* Person whose total is closest to the goal is the winner.

## Featuers not implemented

These are features we don’t have time to implement during this project, but could beif we decide to work on after end of school project has finished

* Advanced Animation
* More games
* Dicerolling by device movement
* Differen dice type (four sided, eight sided, 20-sided)