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Prog\_of\_interactive\_system

Dice\_Master\_V5.0

**About the Code:** The Code was not strictly using the MVC concept, although we try hard to use it on implementing our idea.

**Instructions:**

1. Run “DiceMaster.jar”
2. Follow the game wizard to start playing
3. Click “Exit” to terminate the application

**Functionalities** (more details please go to “**Version Log**”)**:**

* Throwing dice
* The maze encounters the fork in the direction of choice
* Drag to <?> after moving the role
* Character image selection
* Role attribute selection
* Map difficulty selection

**Future Works** (sorted by importance)**:**

* Data transfer between windows
* Restart the game
* Fix some bugs
* Optimization interface
* Pop-up window to show options
* Leaderboard

**Version Log**

You can find more detailed on our GitHub website.

[**https://github.com/housenever/DiceMaster**](https://github.com/housenever/DiceMaster)