Prog of interactive system

Dice Master (V.20181113)

**Group Member**

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**About the project**

The DiceMaster is the game play with dice to move the character in the maze. The basic character can be selected by the user, then they can modify this character such as adding the ability by dragging. The user can select the game difficulty which will result in the maze layout. User can win the game only when character can move to the exit grid. We have implemented various interaction way in this game: click, drag slide, drag object, keyboard input. The Code was structured as MVC mode.

**Instructions**

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

**Functionalities & Interaction**

* Select the game character
* Edit and modify the character by dragging the additional abilities to the boxes
* Select the game difficulty by dragging the slider
* “Shake” the dice by put it in to a box, the it will give user a random number.
* Each round the character can move once. How far it can move relies on the dice number.
* When the character decides to move, the system will ask the user which direction to go. The possible direction can be calculated by system.
* User can input the direction on the keyboard.

**Future Works**

* Refine the game logics: We have defined different character’s abilities and attributes such as blood and energy. But by now these gamification objects are not implemented yet.
* Game Over scene when finishing the game (or losing the game). The scene will display the result, leader board, and the function of playing again.

You can find more detailed and source code on our GitHub:

<https://github.com/housenever/DiceMaster>