**Dice Roller Game - Storyboard**

## Dice Roller Storyboard

| Step | Screen / Element | Action | Result / Outcome |
| --- | --- | --- | --- |
| 1 | **Main Screen** | User opens the game | Shows: Title “Dice Roller”, description, dropdown, roll button, and initial dice image (d6) |
| 2 | **Select Dice** | User selects dice type from dropdown (d6 or d10) | Dice image changes to match selected dice (e.g., first face of d6 or d10) |
| 3 | **Roll Dice** | User clicks **Roll!** button | Random number between 1–6 (d6) or 1–10 (d10) is generated |
| 4 | **Display Result** | JS updates the dice image | Image changes to match the rolled number (e.g., Dice3.png for d6) |
| 5 | **Show Roll Value** | JS updates text under dice | Text shows: “You rolled a X on a dY!” |
| 6 | **Repeat** | User can change dice type or click Roll again | Steps 2–5 repeat, allowing continuous play |

### Optional Visual Flow

[Open Game]  
 ↓  
[Main Screen with dropdown + dice image + Roll button]  
 ↓  
[User selects dice type] → [Image changes to first face of selected dice]  
 ↓  
[User clicks Roll!] → [Random number generated] → [Dice image updates] → [Text result shows]  
 ↓  
[User can roll again or change dice type] → loops back

### Notes / Enhancements

* Could add **animations** for rolling dice (e.g., flashing images) to make it more dynamic.
* Could include **sound effects** when rolling dice.
* Optionally, display **roll history** (last 5 rolls).