**Requirements Document**

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**Date Submitted:**

**Application Title**

**Purpose:**

**Program Procedures:**

**Algorithms, Processing, and Conditions:**

**Notes and Restrictions:**

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Chapter3\_prob13

This application calculates the amount of Internet hours used, applies it to the package the user purchased, and returns the total bill.

The application should display the initial face value of the dice to the user. Then display the value of the face value of the dice for each roll and the winner of that roll. Once ten rolls are complete, the total wins for the user and computer should be displayed along with any ties and the overall winner of the game. Then the user should be prompted to play again or to quit.

1. The user must be informed of the initial face value of the dice.
2. The dice are rolled.
3. The results of each of the ten rolls, face value of the dice, and the winner of the roll, or a tie if each die has the same face value, is displayed to the user.
4. Once all ten rolls are complete, the user should be informed of how many rolls the user and computer has won and if any were a tie.
5. Lastly, the user should be given the option to continue playing or quit.

1. The user should be advised of the face value of both dice before the game starts.
2. The user should be advised of the face value of both dice after each roll.
3. The ownership of each die should be clearly distinguishable between the players each time the face value of the dice is displayed.
4. If the user’s die value is larger than the computer’s die value, the user wins that roll.
5. If the computer’s die value is larger than the user’s die value, the computer wins that roll.
6. If the user’s die value is equal to the computer’s die value, a tie is declared for that roll.
7. After the last roll of the dice, the total rolls won for each should be displayed along with any ties.

**Comments:**

1. All notifications and messages displayed should use window dialog box.