**Lab Exercise 1 - SRS (Dice Generator)**

You have been hired by *devsInc* to create a landing page for their new project. They want to support people playing tabletop games from home and require a Dice Generator.

Features:

* The user should be able to use different dice, such as a D6 or a D10 (number of faces)

Checklist:

* Define on paper, all the use cases (functionalities) you will need for this page.
* Make a simple storyboard of the user using the system.
* Create a git repository for the project
* Clone the project locally
* Work on the project creating 2 branches, one for the UI, and one for rolling the dice, committing and merging when completed.
* Create the rolling functionality by passing an argument, in order to reutilise the same function multiple times
* Write a test for the roll dice functionality.
* When complete, push the content to your git repository.

LAB 1 USE CASES

Primary Actor: User

Secondary Actor: Roll Dice Functionality

Description: The user uses the drop down menu to choose which dice they need (based on the game they are playing). The user can then click the roll button, a die will roll and they will receive a number.

Basic Flow:

1. User lands on the homepage
2. User selects a type of dice they wish to play with via a drop-down menu (D6, D10, D12 - number of faces on the die)
3. The user clicks the‘ roll’ button
4. The dice will roll. A random number will be generated within the range of the user-selected die.

Functions:

* Dice Roll Fun
* Drop Down Menu Form
* Roll Button
* Roll History\*

STORYBOARD:

