# Add design

Our game is nearly complete. The next step is to add some design polish to make the app look a little nicer. We're going to update a few color settings for various widgets to add some style. Open the content\_main.xml document for the project. We want to preserve the outside areas of the app and just customize the content area in the middle. Open design view and select from the Component Tree the outer content\_main widget which is the RelativeLayout widget. In the properties panel, the color options aren't listed.

But we can show them by clicking the View All properties button. From here, we can define the background color. When you hover over the background item, click the triple dots to the right of the row. You will want to select a color. So select Color from the left hand side. We can make it look like, we're rolling the dice on a felt background by selecting a nice green color. Let's pick holo\_green\_dark. And click OK. We can adjust our text use as well. Let's change the top to be white. Select the rollresult item, and then scroll down the Properties panel, and find textColor.

Click the triple dots again. Select Color and then select white. It looks a little bit better. Let's do that again for the score. Select the scoreText item and then scroll down the Properties panel again and find textColor. And click the triple dots again. Again select Color and then white. Let's go ahead and run the app and see our changes in action. Changing a few colors can make a big impact in your app.

Helps improve the overall app experience and you can have a lot of fun customizing the look and feel of your app. Android includes built in color options for you to help maintain consistency with other elements of the Android operating system. So your app blends in seamlessly with the overall Android experience.