# Experiment 3: Changing the design

When we built the app we didn't put a ton of time into designing it, but this is where your creativity can really shine. There are tons of things you can do to improve the design and look of our game. Here's an example of ideas you can think of. We used graphics that I made in Adobe Illustrator for the dice, but what if you took photos of real dice and used them in the game? Or you could design your own and replace the ones that I used. Our background is pretty plain. It is a simple green fill, but that could be changed and you could alter the color or use an image like a picture of wood, felt, or different image to use in the background of the app.

We also used system fonts for the app. If you have a font that you like better, why not give it a try? How could you add in custom fonts into the game? We also line things up to keep things centered for the most part. You could experiment with different locations and a different order of items to see how they look. Our game is also silent, and while we didn't cover audio and sound in this course, perhaps you could look at the documentation and see if you can find out how and add sound effects to the game. We also didn't use animation. Motion is a great way to have a game come alive.

There's information on motion and animation in the documentation that you could research to add some life to the game when you roll the dice. These are just a few ideas on how you can improve the app. Use your creativity and have fun.

