# Storyboard for User Interaction with Dice Generator

This document provides a visual and descriptive storyboard outlining the steps a user takes while interacting with the dice generator on the devsInc website. This tool is designed to simulate dice rolls for tabletop gaming, enhancing the user's online experience.

**Objective:**

To ensure the dice generator feature is user-friendly, intuitive, and engaging, providing a seamless and enjoyable experience for tabletop gamers.

**Storyboard Outline**

**Scene 1: Landing on the Website**

Frame 1: User types in the website URL and presses enter.

Frame 2: The homepage loads, displaying a welcoming hero section with clear navigation options.

**Scene 2: Discovering the Dice Generator**

Frame 3: User scrolls down, browsing through sections showcasing different games.

Frame 4: Notices and clicks on a prominently displayed "Dice Generator" section.

**Scene 3: Interacting with the Dice Generator**

Frame 5: Views the dice generator section with a dropdown menu labeled "Select Dice Type."

Frame 6: Selects "D20" from the dropdown to use in a game simulation.

**Scene 4: Rolling the Dice**

Frame 7: Clicks the "Roll" button, initiating a dice roll animation.

Frame 8: Watches as the animated dice rolls on the screen, adding excitement.

**Scene 5: Viewing the Result**

Frame 9: The animation stops, displaying the result of the dice roll visually and numerically.

Frame 10: User experiences satisfaction from the quick and clear result display.

**Scene 6: Additional Interaction**

Frame 11: Chooses to roll again, exploring different dice options from the dropdown.

Frame 12: Continues interacting with the feature, feeling engaged and entertained.

Scene 7: Leaving the Page

Frame 13: Scrolls to other areas of the website, intrigued by additional content.

Frame 14: Decides to bookmark the website for future gaming sessions.

Visual Elements

Characters: Depict a diverse range of users to show inclusivity.

Settings: Focus on the webpage's UI, highlighting ease of navigation and interaction.

Props: Showcase various digital dice and the interactive elements like buttons and dropdowns.

Text Elements: Include captions that describe the user’s thoughts and actions to guide through the storyboard.

Conclusion:

This storyboard aims to visually guide the development and refinement of the dice generator feature, ensuring it meets the needs and expectations of users looking to enhance their tabletop gaming experiences through digital tools.