User Story: Select Dice Type

Title:

Selectable Dice Types for Tabletop Gaming

As a:

Tabletop game player

I want:

To select a type of dice from a dropdown menu on the landing page

So that:

I can choose the appropriate dice for the game I am playing, whether it involves a six-sided dice (D6), ten-sided dice (D10), or other types.

Description:

The landing page should feature a clearly labeled dropdown menu that lists all the available dice types supported by the platform. The menu should be easy to use on both desktop and mobile platforms, ensuring a broad accessibility. The dropdown should default to a commonly used type (e.g., D6) but offer other options like D4, D8, D10, D12, and D20 to accommodate a variety of tabletop games.

Requirements:

Dropdown Menu: Implement a dropdown menu on the main interface.

Dice Options: Populate the dropdown with options: D4, D6, D8, D10, D12, D20.

Default Selection: Set the default selection to D6.

Responsive Design: Ensure the dropdown is accessible on various devices and screen sizes.

Help Text: Provide a short description or tooltip explaining the purpose of the dice selection to new users.

Acceptance Criteria:

Menu Visibility: When a user visits the landing page, the dropdown menu for dice selection must be visible and clearly labeled.

Functionality: Selecting a dice type from the dropdown should update any session variables or states that control the dice-rolling logic.

Responsive Interaction: The dropdown must function correctly across devices—tests on desktop, tablet, and smartphone should show consistent behavior.

User Feedback: After selecting a dice type, the interface should reflect the choice to confirm to the user what is selected.

Integration Check: The selected dice type should integrate seamlessly with the dice-rolling function, ensuring the correct dice is rolled when initiated.

Storyboard of the user using the system.

Storyboard for Dice Generator Landing Page

Frame 1: Landing Page Entry

Scene: User opens the dice generator website.

Visual Elements: The landing page displays a clean interface with a header that reads "Dice Generator for Tabletop Games".

Actions: User views the page, sees a welcome message, and instructions on how to use the tool.

Frame 2: Selecting Dice Type

Scene: Dropdown menu for selecting dice type is prominently displayed.

Visual Elements: A dropdown menu labeled "Select Dice Type" with options for D4, D6, D8, D10, D12, and D20.

Actions: User clicks on the dropdown and selects a D10 from the list.

Frame 3: Rolling the Dice

Scene: Below the dropdown, there’s a button labeled "Roll".

Visual Elements: A large, easy-to-click "Roll" button.

Actions: User clicks the "Roll" button to generate a result.

Frame 4: Displaying the Result

Scene: The result of the dice roll appears on the screen.

Visual Elements: A display area shows "You rolled a 7!" with the dice type (D10) also indicated.

Actions: User reads the result.

Frame 5: Option to Roll Again

Scene: An option to roll the same dice or select a new type.

Visual Elements: Buttons labeled "Roll Again" and "Change Dice".

Actions:

If satisfied, the user clicks "Roll Again" to use the same dice type.

If not, the user selects a new dice type from the dropdown and repeats the process.

Frame 6: User Exits or Continues

Scene: User continues to interact with the page or decides to close it.

Visual Elements: The page shows a thank you message or feedback prompt.

Actions: User provides feedback through a pop-up form and exits the application.

Details to Enhance the Storyboard

Feedback Loop: Include user prompts to provide feedback on their experience.

Help Options: Offer tooltips or a help icon explaining different dice types and their common uses in tabletop games.

Visual Cues: Use color coding or icons next to dice types to visually represent the number of sides on each dice.