a D&D Specific dice roller. with this app you can make "packages" Which are either a Spell Attack, A Weapon attack or a basic Skill. The first part of the package is the ‘Rolling Phase’ which is a D20 plus a modifier. The Modifier can be positive or negative int. The modifier is added to the sum after the roll. The second part of the package is the Damage phase. This only applies to Weapon attack packages or Spell attack packages. The damage dice can be any of the following dice: D4, D6, D8, D10, D12, or D20. The damage dice also has a modifier option which can be any positive or negative Int. You can add multiple of each dice to the damage phase. After you’re done setting this up you can save the package with a name.

create a button for the app "create package" which opens a new page. inside that new page you can select whether it’s a weapon attack, spell attack or basic skill. If it’s a basic skill the ‘Damage phase’ section doesn’t exist. Firstly choose the modifier of the ‘Rolling phase’. Then (if you are making a Weapon attack or spell attack) click on buttons to add the different dice to the package. adding dice to a package updates a text box which displays which dice have been added to the package. Finally, save the package with a name. Once you've saved a package you can see it as a button on the main app page. click on the package name to automatically roll the dice for the ‘Rolling phase’ and see the results of the D20 + modifier summed as an alert. Below that, if it’s a weapon attack or spell attack, show the sum of the dice rolled for the ‘Damage Phase’. there is also a delete button on the package to remove it. Ensure there is only one main, ensure the Packages class is defined. Ensure that packages are saved so that they persist through opening and closing the app.

Make it so you can only create 5 packages on the free version, Watch an ad to make another package after that up to 15. And purchase the app for unlimited packages and ad free experience. Diagram

Description automatically generated

**A: Main Screen**

1. Delete package button, pressing this deletes the package. In the example it would delete the “greataxe” package.
2. Pressable Packages: Pressing on the box of the package will take you to part C: Rolling alert. A popup alert appears on the page containing the information of the package you pressed. If you pressed ‘Eldritch blast’ package, you would see the information on C.
3. Banner ad: Please make a google mobile ad banner which floats at the bottom until it is in the 4th position. After this point it stays in the 4th position and packages are created below it. You can make this a test ad and I will put in my API key later.
4. New Package Button: The button you press to make a new package. Pressing this will take you “B: Creating a package” Screen. This button floats at the bottom of the app.

**B: Creating a new package**

After pressing 4a (create new package button) this new screen appears where you can make a new package.

1. Package Name: Text input for naming your package. We can call it anything like ‘Greatsword’ or ‘Eldritch blast’
2. Roll Type Button: 3 buttons, pressing on this decides two things for the package.
   1. show the damage roll section (Weapon Attack, Spell Attack)
   2. Icon for the package (Weapon attack = Sword, Spell attack = fire, Basic roll = Dice)

The damage roll section is only shown if the roll type is Weapon attack or Spell Attack.

1. Dropdown for dice: This section is the initial dice roll for the package (example 2c) and is included in all roll types. The dropdown menu contains an option for every dice type (4, 6, 8, 10, 12, 20, 100) but it should be default as 20.
2. Modifier Int Input: Optional input for the user to enter a value to be added to every roll. In the example of 2c you can see the modifier is 4. This value can be positive or negative.
3. Increment boxes: This section is only shown if the selected roll type is Weapon attack or Spell attack. Pressing the (+) will add a dice to the damage roll to be rolled. In example 3c you can see there is 3 added dice. Users can add up to 10 of each dice. Here is an example of what these dice do.
   1. If I added three d4, and 2 d20, then when I press the package button on the main screen (2a) it would roll all the dice in the package. This roll may look like this: 2 + 1 + 4 + 18 + 11.
4. Modifier int input: optional input for the user to enter a value to be added after the sum of all the dice for the damage roll. In our example you can see this value in 3c as the +1
5. Save and Cancel buttons:
   1. Save: takes you back to the main screen where you can see the package you just created.
   2. Cancel: takes you back to the main screen and your package is not saved.

\*\*\* You can see in B -> Creating a basic roll: that the damage roll section does not appear. This is because the ‘basic roll’ button is selected in the ‘roll type’ section.

**C: Rolling Alert**

After pressing on the package (2a) a popup box appears. This box shows the result of the all the dice (which were created in section B).

\*\* you can see in the example that the user has pressed the button ‘Eldritch blast’ on A: Main screen.

1. Close Alert button: Closes the popup
2. Initial roll is the values set in the section containing 3b and 4b.
3. Damage roll is the values set in the section 5b and 6b. This shows a dice box for each dice rolled in the package. The modifier (+1 in this example) is shown after all the dice.