

# Java Project Proposal

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**Project Title:** Dice Split

## Project Description:

**Genre:** A Casual Dice Game

### Overview:

Dice split is a simple and fun casual dice game for individuals from age 6 and above who simply want to have fun and compete with friends for the highest score. The game is easy to understand and play.

### Gameplay/Game Logic:

Players are required to choose either of 3 possible outcomes from the roll of a two six sided dice.

Outcome 1 (Over 6):

This predicts the outcome of the two rolled dice when combined will be above 6

Outcome 2 (Under 6):

This predicts the outcome of the two rolled dice when combined will be below 6

### **Outcome 3 (Jackpot):**

This predicts the outcome of the two rolled dice when combined will be the exact number the player enters, or will be 12.

### **Points Explained:**

The player starts with 24 points by default.

If the player plays and chooses Outcome 1 or outcome 2 and is correct, the sum of both dice is added to overall scored points. And if the user is wrong, the sum of both dice is deducted from overall scored points.

### **Jackpot:**

If jackpot is chosen, the player is required to enter an exact number, if the outcome of the rolled dice is the exact number entered by the user, 100 points are added to the overall scored points. If wrong, 25 points are deducted.

### **Ending The Game:**

The game ends when the overall scored point gets to zero or falls below zero. The Game also ends if the play clicks on the end game button.

### **Features:**

#### **Simple Controls:**

Click either of three buttons to play. Over 6, Under 6 or Jackpot. Keyboard buttons can also be used. Letter **O** for over 6, **U** for under 6 and **J** for Jackpot. **Q** can be used to quit game and **S** can be used to open the settings menu.

### **Score Tracking:**

The game displays the current score and changes as the game progresses.

### **Visuals & Sound Effect:**

Basic 2D graphics with animated dice rolls. Dice rolling sound and simple background music.

### **Game Platform & Technology:**

Game is built with Java, utilising Object Oriented Programming, JavaFx, EventHandlers and other simple Java programming logic and codes

### **Target Audience:**

This game is meant for casual gamers of all ages looking for a quick, easy and fun game. The game suitable for players aged 6 and up.

### **Technical Requirements:**

The game is compatible with and can be played on any computer capable of running Java and JavaFx program.

# GAME ASSETS

Dice Images by - Mark Otto

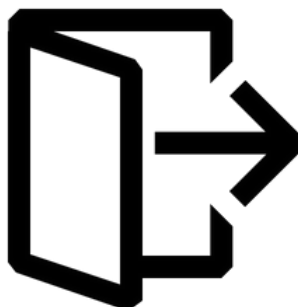
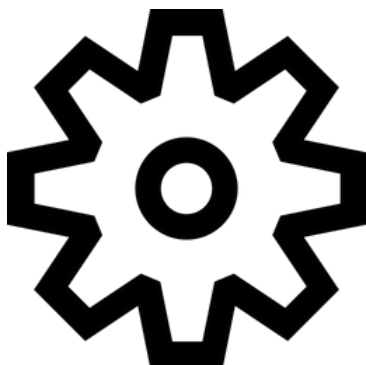
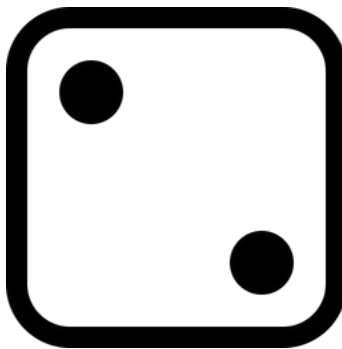
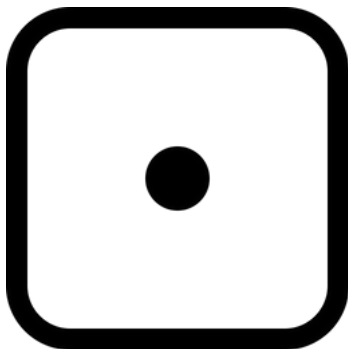
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Settings Icon by - Microsoft

SignOut Icon by - Microsoft

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Hamburger Icon by - Development Seed





Welcome Michael James

**TOTAL SCORE: 45**



***Won!: 8 Points***



**OVER 6**

**JACKPOT**

**UNDER 6**

**END GAME**