

Screens

Base Rolls

Roll!

Numbers after roll

###

###

###

Ability Scores

- 1) Not pressing the 'Roll' button will allow the user to manually input the values
- 2) after 'Roll' has been pressed, the program does the rolls which are created as buttons on the left side of the screen. The program will highlight the attribute the user is to select a value for. Clicking the button will save the value for saving
- 3) Roll: 6-6 sided die, drop the lowest
Add the values from the rolls
Place the final values into tables

Marty is going to send me a dice roll function

Ability Scores

Strength
Dexterity
Constitution
Intelligence
Wisdom
Charisma

roller class takes

int f - faces
int d - #dice

Showing variables

`roll.showresult` - shows the result of the function

`roll.showresult` → array
↓ drops lowest value

array `myArray`

`int min = myArray.Min();`

`int numToRemove = min`

`myArray = myArray.Where(val => val != numToRemove).ToArray();`

`.ToString`