

Description

For this project, we plan to extend the concept from the Project 1 dice-rolling app and produce a digital Yahtzee game. This will allow the user to play solo games of Yahtzee and try to beat his or her own high score. Most of the technical elements in this app were already done in the dice-rolling app and we have learned other aspects, such as data persistence and multiple views in class. That said, this seems like a possible project.

Audience

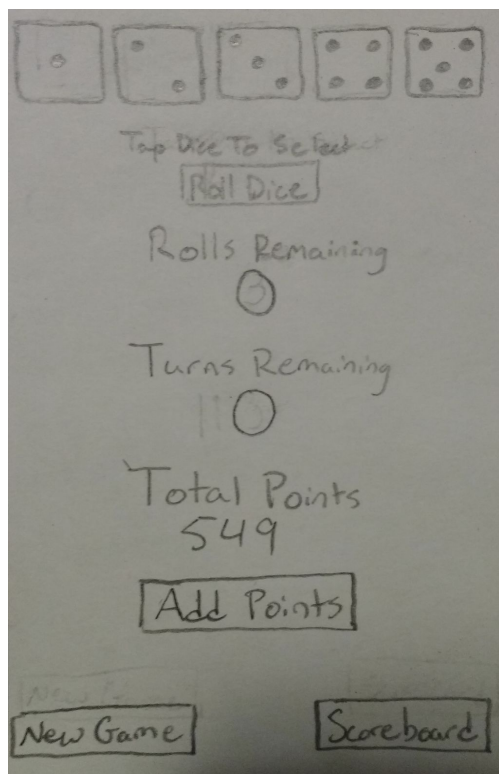
This app is directed towards people who want to play Yahtzee but don't have dice or friends.

Competition

There are many other Yahtzee apps available, but ours will be different because it will be simply Yahtzee. The user interface will be clear and will not complicate the game with any extravagant features. Many of the available versions have only one view, which can make the experience somewhat overwhelming. Ours will have multiple views--one for the scoreboard and one for the dice. We will also record the user's high score so he or she can try to beat it.

Content

We will fabricate the images of the dice and the formulas we need are trivial. We will use the developer website to write the functions for our app.



HIGH SCORE: 549

	How To Score	Points
Aces = 1	Add only Aces	2
Twos = 2	Add only Twos	4
Threes = 3	Add only Threes	9
Fours = 4	Add only Fours	16
Fives = 5	Add only Fives	15
Sixes = 6	Add only Sixes	18
BONUS ^{If score > 63}	Score 35	35
3 of a kind	Add total of all dice	21
4 of a kind	Add total of all dice	—
Full House	Score 25	25
Sm. Straight	Score 30	30
Lg. straight	Score 40	—
Yahtzee	Score 50	50
Chance	Score Total of all dice	24
Yahtzee Bonus	Score 100/yahtzee	300
Total Score	→	549