

DandD I Roller

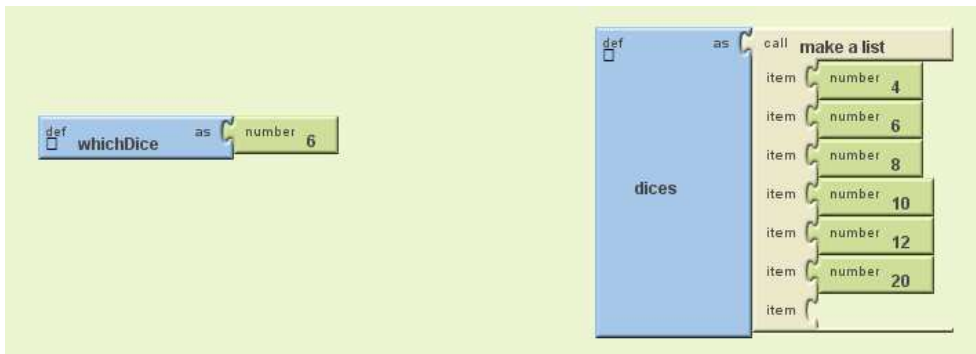
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10:33 AM

The idea - make a dice roller that would serve the Dungeons and Dragons community who routinely use odd things like 4, 6, 8, 10, 12 and 20 sided dice

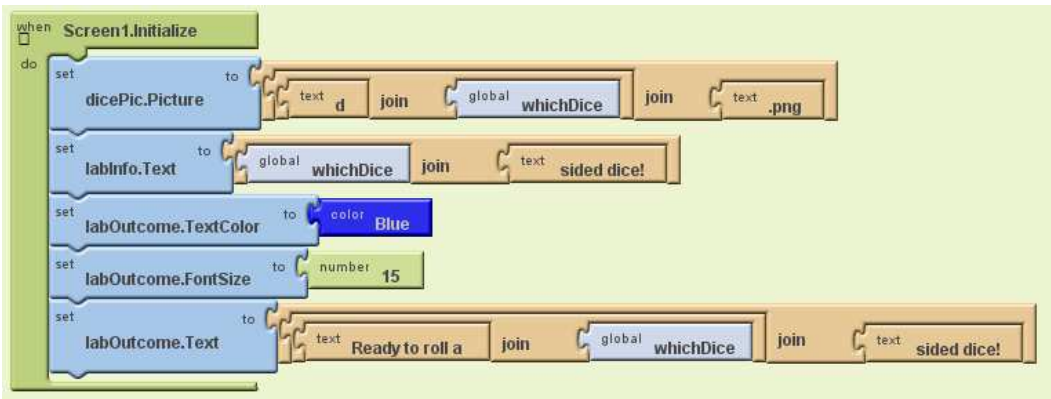
Use pictures, sound and shake animation



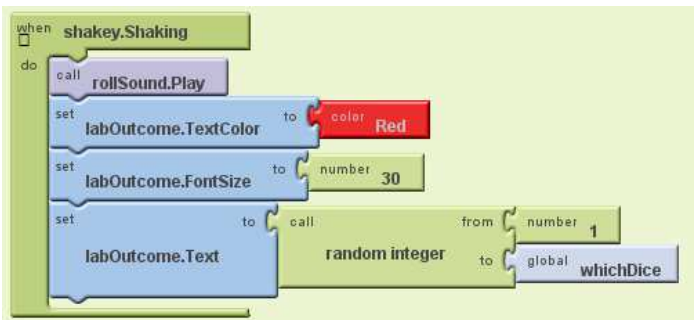
So, set up a variable that controls the NUMBER OF SIDES the dice has, and establish a list with all the possible dice side choices



Set up the screen ready to rumble:



Next, cope with the "shake" event - this rolls the selected dice:



The deal with the list picker that allows change of dice type:

