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Project: Casino

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FALL, 2020

https://github.com/CSUF-CPSC223W-2020F01/project-mafia

One-page overview

Summary

1-3 sentence description of the project:

(**FAB Casino**) is a Casino themed, mobile game application on iOS. The app user can play games, and walk around the virtual Casino. The objective is to obtain more virtual chips(in-game currency), just like in any real-world casino. Chips can be gained by playing and bidding in any of the three games.

Brainstorm:

- Mobile app named: **FAB Casino**
- Casino arcade room
- Player has their own character, they can move their character around the casino environment, and walk up to a game and be able to play it
- Games: blackjack (21), Slot Machine, Roulette wheel.
- In-game currency: user will get a daily amt of chips, and then can win some more chips from playing in any of the three games.
- Name of app Ideas:
  - Mafia
  - Casino game
  - **FAB casino**
  - Mafino
  - Nerd cave
  - Dont let ur mom find out
  - Palacio del tesoro

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Platform

iOS, built on xcode (storyboard, viewcontrollers, etc)
Brainstorm:
- For now we have decided to stick with iOS.

Final Platforms:
- We will be only supporting iOS
- Using xCode, swift language, etc. for this project since this is a swift class

Team

Best way to contact you. Could be a team email list, the email addresses of each member, the email of the group representative, or whatever makes the most sense.
- **The best way to contact us is probably through discord.**
    - *Brian Lucero (13rianlucero@csu.fullerton.edu),*
    - *Angel Zambrano (AngelZ@csu.fullerton.edu),*
    - *Fahad Alsowaylim (Fss@csu.fullerton.edu)*

Background and motivation

Discuss any background and motivation for the project not already discussed above.
- I(Angel) - really wanted to make games so making a bunch for this app sounds great.
- (Brian) - I was inspired by GTA V and Lego Star Wars Videogame to make a mobile game that is very similar, for this project. Would feel proud enough to show the game to friends and family once it is done
- (Fahad) I'm really excited to start working on this project, being that this is a swift language class, getting a chance to use what we learn in class will make sure the information we learn in class sticks in our brains, and maybe later it becomes muscle memory.

Features

Provide a list of your application's features. Describe the purpose for each feature and how you plan to implement it. For example, describe the data flow between processes, storage, and the network. It does not have to be very detailed, but enough to give the reader an idea about how this feature will work.

If available, provide mock screens and descriptions of related features.

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Brainstorm:
- We should aim to have 9 features at minimum, (9 weeks dev, 1 week testing)
    1. screens
    2. Casino environment / lobby
    3. character animation for user / physics for environment and character
    4. Games: blackjack (21), slot machine (lucky 7 theme), roulette, logic / animations for the games
    5. In-game currency: different wallet for each game
    6. Lobby music

Release Version Features List (12/7/2020):
1. Main lobby, Game menu animations (game tables, background)
2. Main character Animation (Mafia member)
3. Mafia character physics (move around tables & screen)
4. 3 different casino games
    a. Roulette
    b. BlackJack
    c. SlotMachine
5. Individual game currency
6. Wallet connected between all 3 games
7. Check for Saved User Data
    a. If first time, creates user profile containing wallet information from any of the 3 games
    b. If not first time, Loads previously saved wallet data
8. All Code Feature Requirements from the Project Guide

Schedule

Create a 10-week schedule to guide your team's progress. It is understandable that you might not follow the schedule exactly, but it is good to plan ahead and think about how to manage your software development. You can write the same feature across multiple weeks if you think it will take more time to develop that feature. It is a good idea to leave the last week for testing and refinement.

Week #	Initial Feature **Actual Finished Feature**
5	Loading -> main menu -> sign in || screens (Fresh project/Github setup) **Main lobby, Game menu animations (game tables, background)**
6	Casino environment / lobby (Fahad's version of the casino room) **Main character Animation (Mafia member)**
7	character animation for user / physics for environment and character (Angel's version of the casino room) **Mafia character physics (move around tables & screen)**
8	Games: blackjack (21), slot machine (lucky 7 theme), logic / animations for the games (Combing the two versions for a more suitable product) **3 different casino games** 　　　　**a. Roulette** 　　　　**b. BlackJack** 　　　　**c. SlotMachine**
9	In-game currency: user will get a daily amt of chips, and then can win some more chips from other players or slot machines (linking each table for the viewController) **3 different casino games (continued)** 　　　　**d. Roulette** 　　　　**e. BlackJack** 　　　　**f. SlotMachine**
10	Games: slot machine (lucky 7 theme), logic / animations for the games(prompt to switch viewController/ Working on individual games) **3 different casino games (continued)** 　　　　**g. Roulette** 　　　　**h. BlackJack** 　　　　**i. SlotMachine**

11	Multiplayer/AppStore - Chat, voice (getting a rough finish of each game) **Individual game currency**
12	Textures, Graphics cleanup. (Connecting games and tidying things up) **Wallet connected between all 3 games**

13	Unit testing, Storage.
	
	Check for Saved User Data
	    j. If first time, creates user profile containing wallet information from any of the 3 games
	    k. If not first time, Loads previously saved wallet data

15	App Testing **App testing | Clean up | Documentation | Presentation Development**

Document History

Whenever you add a significant new revision to the document, add a new line to the table below.

Date	Author(s)	Description	Reviewed by
9/18/2020	Brian, Angel,Fahad	Input initial answers into the doc, brainstorming, rough draft state	Brian, Fahad
9/20/2020	Brian, Angel, Fahad	Continued to refine the brainstorming as far as the features, summary, decided on platform support	Brian, Fahad
9/29/2020	Brian, Angel, Fahad	Project checkin 1	Paul Inventado
10/29/2020	Brian, Angel, Fahad	Project checkin 2	Paul Inventado
11/12/2020	Brian, Angel, Fahad	Project checkin 3	Paul Inventado

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12/03/2020	Brian, Angel, Fahad	Project checkin 4	Paul Inventado

12/07/2020	Brian, Angel, Fahad	Finishing touches Edits	Brian Lucero

Project Design Document || Google Doc URL (this doc)

https://docs.google.com/document/d/1kKTiANNSsOYKWpP_fMbV58oxHW_gTJIS_GIw0LMz6qo/edit?usp=sharing

Yo_its_brian - 10/29/2020
Github project repo link:

https://github.com/CSUF-CPSC223W-2020F01/project-mafia

Yo_its_brian - 10/31/2020
Project Guide & Grading Details (Google Doc):

https://docs.google.com/document/d/1jW9JFvFU5f-eigsRCHLIFWlNeJGCOiAJZwSOZSPH5oY/edit?usp=sharing

Yo_its_brian - 10/31/2020
Project Team Check-ins (Google sheets)

https://docs.google.com/spreadsheets/d/1yHbdjKmTsNCo0UeB1cZ-0VTPnowSYwnPKsG_KuXolfI/edit?usp=sharing