

Documentation for PlayWheApp

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Description

Our app "PlayWheApp" focuses on the popular gambling game in Trinidad and Tobago called "PlayWhe". In PlayWhe, players choose numbers (between 1-36) called 'marks' to bet on, similar to the game Roulette. Unlike Roulette, the numbers/marks each have a unique name and symbol and players choose their lucky numbers/marks based on their dreams,visions and superstition. For example, the mark #10-monkey is associated with dreams of children, running and chaos. There is a popular belief that one's dreams give insight into the winning numbers and this is the central theme of PlayWhe: "Listen to the voice within!"

Our app has a main home screen which allows users to navigate the various features of our app- such as "View Marks", "Interpret Dreams" and "Rules". We also predict a "mark of the day" on the home screen and users can tap the "Play Whe" icon to view it.

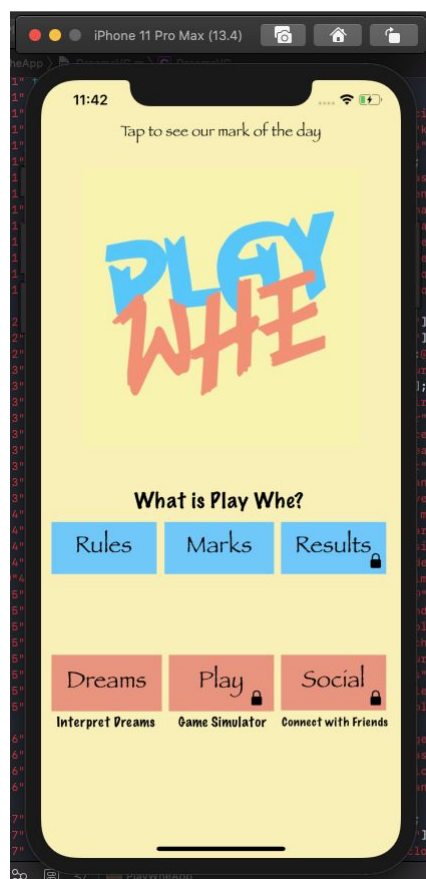
Screenshots

The Menu screen allows the user to tap on the image to view the winning mark

Loading Screen



Main Menu

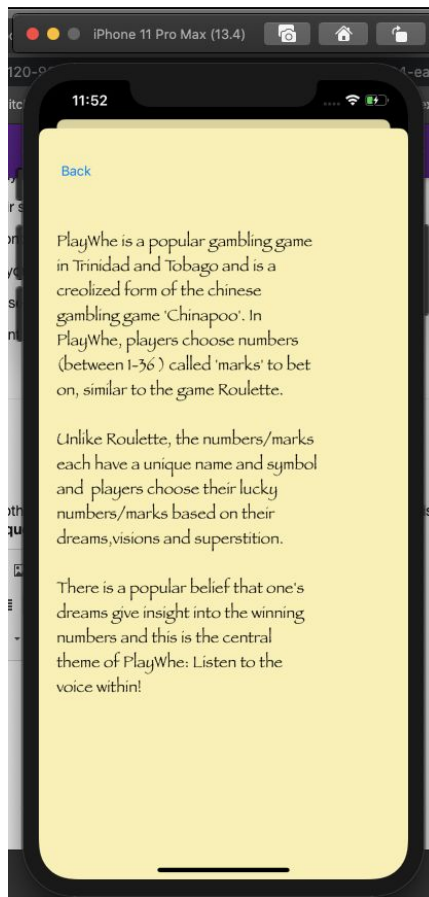


“View Marks” and “Rules” describe how PlayWhe is played and general information about the game, namely the marks and important meta-data about each mark.

View Marks

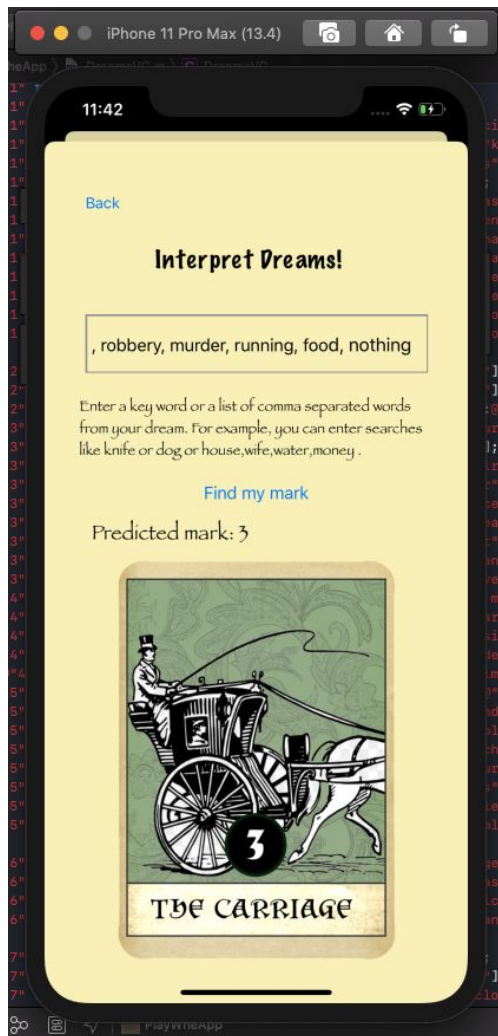


Rules



Currently, PlayWheApp's main feature is that it allows users to enter their dreams in the form of one word or a list of comma separated words that describe their dream and predicts the best possible mark for them to play. For example, you can enter text like "dog" or "running" or "money,politician,corruption" and the app will predict your mark. This prediction is based on data collected from official guidebooks and from the PlayWhe community. Thus PlayWheApp removes the hard work of dream interpretation and is a game changer for both new and current players.

Interpret Dreams



Our app is currently designed to run on an iPhone 11 Pro max but later updates will see it formatted for all models. Later updates will also see the addition of a Social feature, to communicate with friends and share predictions, a Results feature to get current results and analytics and a Game Simulator with in game currency to play a digital version of PlayWhe.

The workload of this app was split up where Dimitri did the primary and secondary sources data collection (to populate the dream interpreter model) as well as building the dream interpreter while Yashodhan worked on the graphics (especially creating new images for the outdated official icons for each mark and the app icon) as well as the “view marks”. Both members worked on overall app design and the home screen layout.

Many challenges were faced in the creation of this project. One problem was implementing a machine learning model for dream/mark classification where a text classifier was tested (in python) with the dreams data as text documents and the marks as classes but we could not get enough data to train the desired model (a text classifier using tfidf vectorization and some classifier where softmax classifiers and multi-layer perceptrons were tested but unsuccessful). A different machine learning model/scheme should be considered for later updates. We also could not scrape the official PlayWhe website for current results as it is down due to temporary suspension of lottery games in face of the current pandemic.