

Introductions

Dan's Competitive Card Games

Team Members

- Dan

Project Overview/Explanation/Business Case

- This high-powered poker and blackjack site, built in .NET/Blazor, will offer a rich, multi-lobby experience with tables ready for players. Each table hosts six players and a virtual dealer, with game logic and card handling managed server-side to ensure smooth, fair gameplay. Players earn virtual currency as they play, unlocking exclusive in-game items like custom card backs and profile decorations, enhancing both competition and personalization in a social, interactive setting.



The Tech Stack

1. Frontend: Blazor (Interactive UI for web-based gaming)

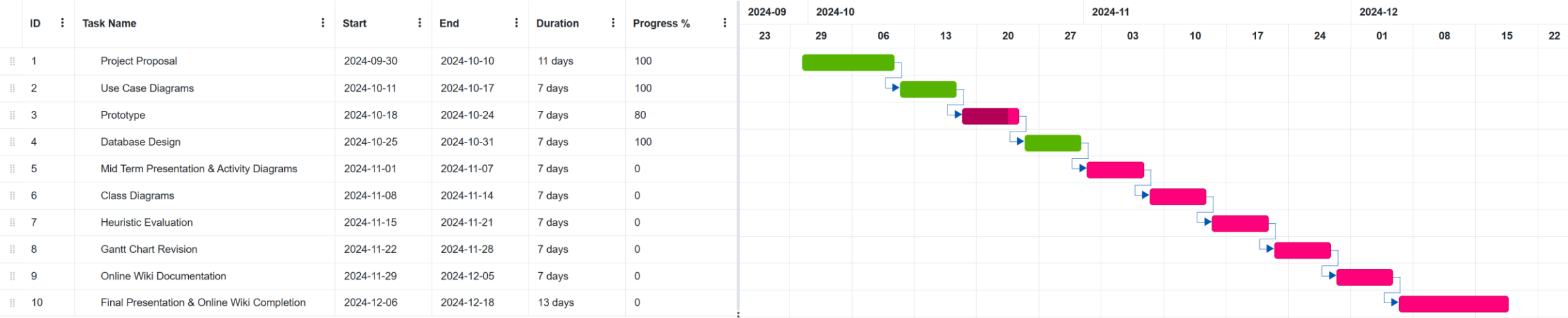
2. Backend: ASP.NET Core (Handles game logic, authentication, and matchmaking)

3. Real-Time Communication: SignalR (Enables multiplayer interactions, live updates, and chat features)

4. Database: SQL Server (Stores user accounts, game states, coin balances, customizations, etc.)

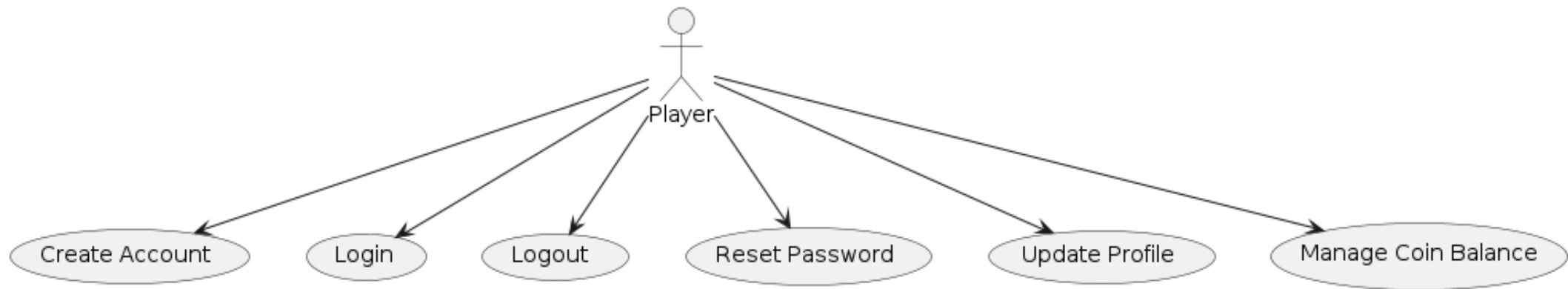
5. Authentication: ASP.NET Identity (Manages user logins and account security)

Gantt Chart (10 Weeks - 1st Quarter)



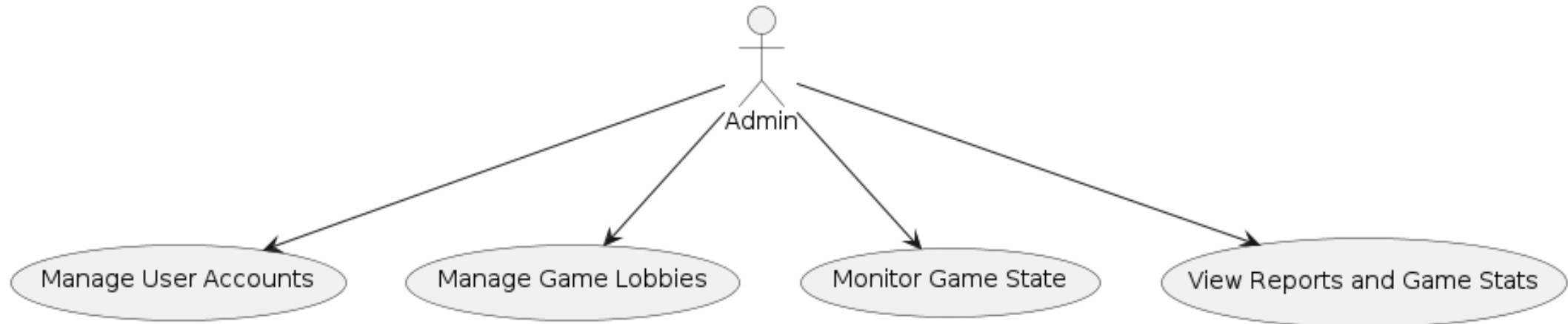
Use Case Diagrams

Account Management



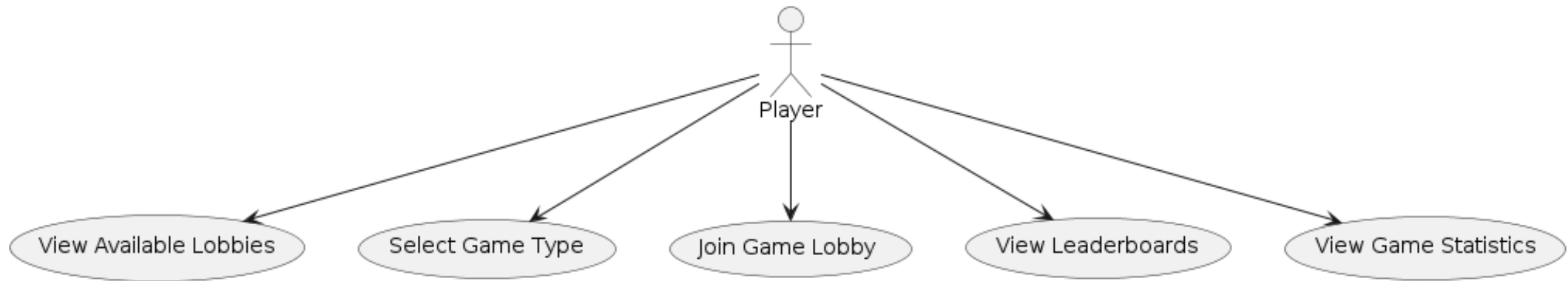
Use Case Diagrams

Admin Management



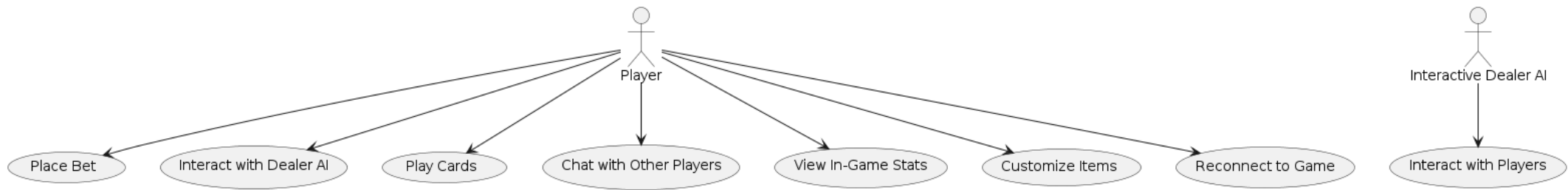
Use Case Diagrams

Game Lobby and Selection



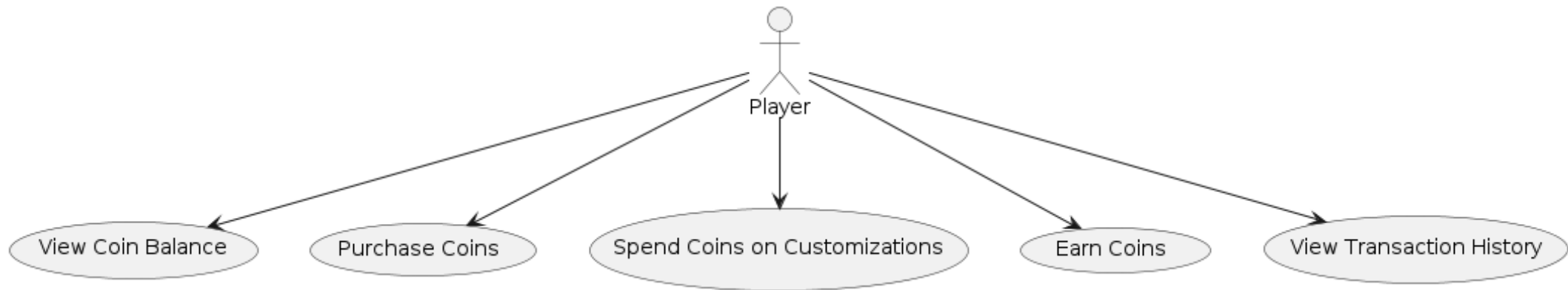
Use Case Diagrams

In-Game Activities

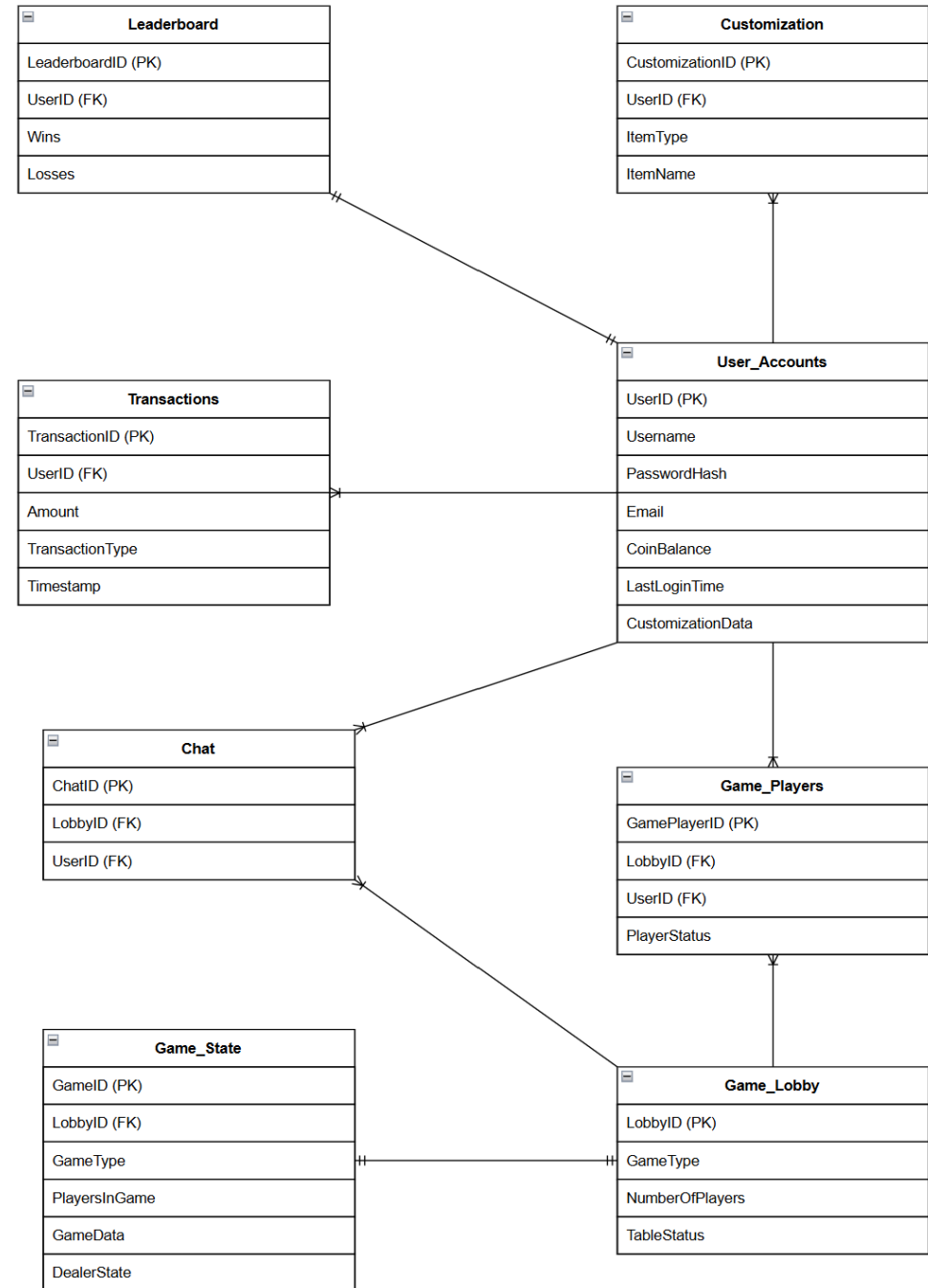


Use Case Diagrams

Virtual Currency System



Entity Relationship Diagram



Wireframe/Prototype

DEMO