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 serverside 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

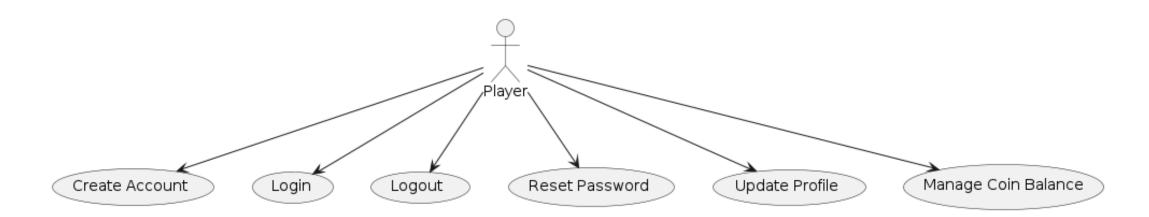
1. Frontend: Blazor (Interactive UI for web-based gaming)

- 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)

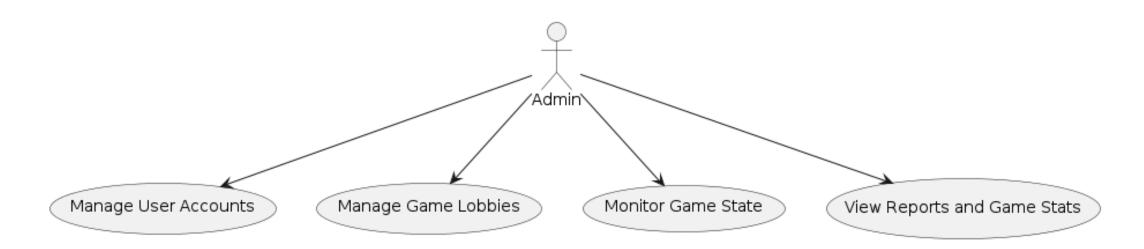
Gantt Chart (10 Weeks - 1st Quarter)

ID	:	Task Name :	Start :	End		Duration	i	Progress %	2	2024-09	2024-10			2024-11				2024-12					
10			Start :	Elia	•	Duration		Flogless % :		23	29	06	13	20	27	03	10	17	24	01	08	15	22
 		Project Proposal	2024-09-30	2024-10-	10	11 days		100															
 		Use Case Diagrams	2024-10-11	2024-10-	17	7 days		100				-											
ij 3		Prototype	2024-10-18	2024-10-	24	7 days		80															
 4		Database Design	2024-10-25	2024-10-	31	7 days		100															
 		Mid Term Presentation & Activity Diagrams	2024-11-01	2024-11-0	07	7 days		0															
		Class Diagrams	2024-11-08	2024-11-	14	7 days		0															
 		Heuristic Evaluation	2024-11-15	2024-11-2	21	7 days		0															
 		Gantt Chart Revision	2024-11-22	2024-11-2	28	7 days		0										-					
 9		Online Wiki Documentation	2024-11-29	2024-12-	05	7 days		0											-				
)	Final Presentation & Online Wiki Completion	2024-12-06	2024-12-	18	13 days		0												-			

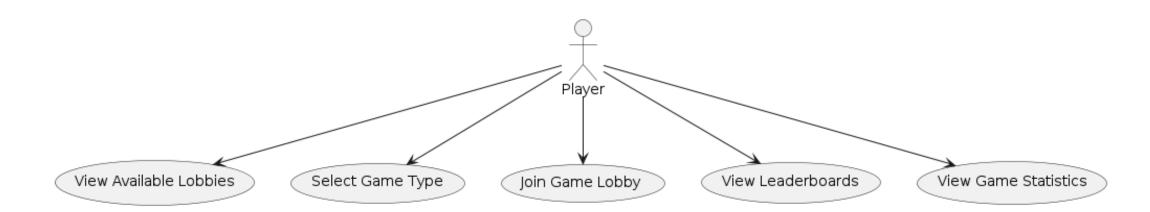
Account Management



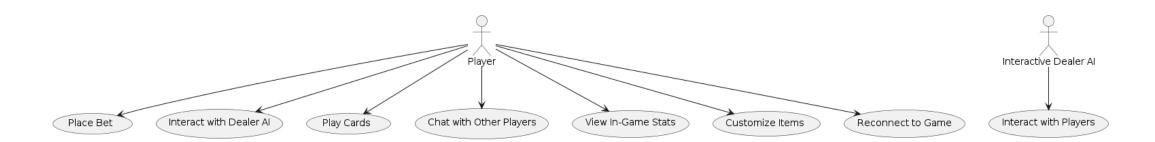
Admin Management



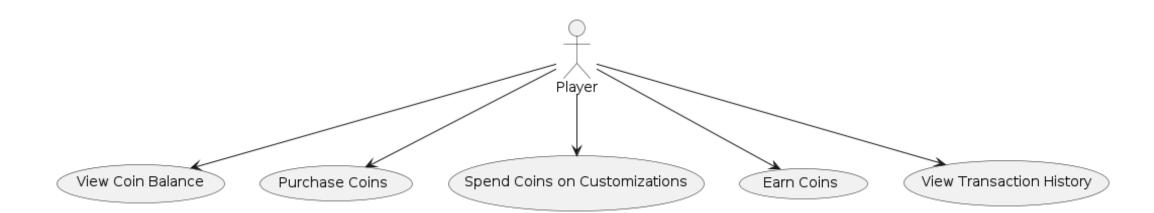
Game Lobby and Selection



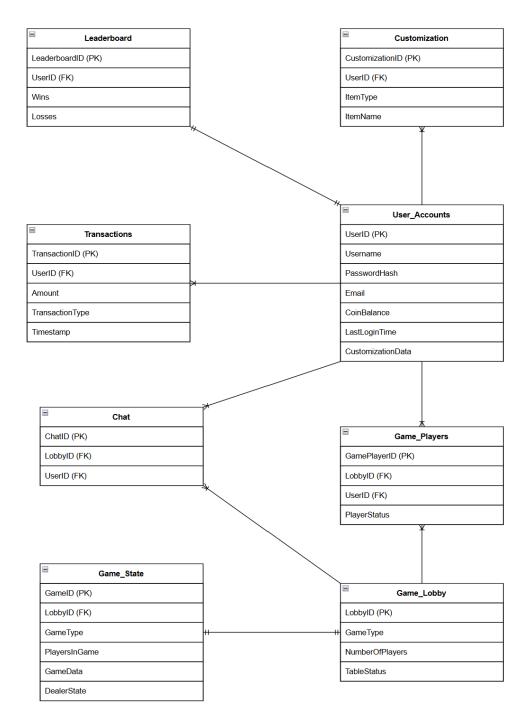
In-Game Activities



Virtual Currency System



Entity Relationship Diagram



Wireframe/Prototype

DEMO