

CPSC 224 Final Project

PROJECT PLAN

4/3/2024

Horse Racing Game

Buddies

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1 Project Overview

1.1 Project Summary

What game are you making? Include a short description of the game (look it up on Wikipedia, etc). An image of the official game would be helpful to orient the reader to what game you're making. How many players are there? Is it a dice, cards, board, or other game pieces kind of game?

[https://en.wikipedia.org/wiki/Horse_Racing_\(video_game\)](https://en.wikipedia.org/wiki/Horse_Racing_(video_game))

We are making a horse racing game. The fundamentals of this game is players are given a starting balance, using this balance players will bet on 1 of 10 different racing horses based on the odds of them winning. If a player(s) guesses correctly, they win a sum of the money gambled. Each horse starts the race with a random speed so a random horse will win. This game can be played solo or with any amount of players. There are no dice or cards, just horses on the board that each player will bet on.

2 Project Requirements

2.1 Major Features

Provide a description of the major features that must be implemented for a viable and useful product. Major features include broad feature areas, constraints that must be met, and other major items that must be completed for the project to be considered successful. You should have at least 4-5 major features.

Table 1: Major Features

<i>Feature</i>	<i>Description</i>
<i>Betting</i>	Allow players to place bets on horses and keep track of odds
<i>Players</i>	Keep track of players balances, win percentage, who they bet on
<i>Scoreboard</i>	List of horses and their positions during the race
<i>Player list</i>	How many players, which players won on each race, who has highest balance
...	...

3 Project Game Design

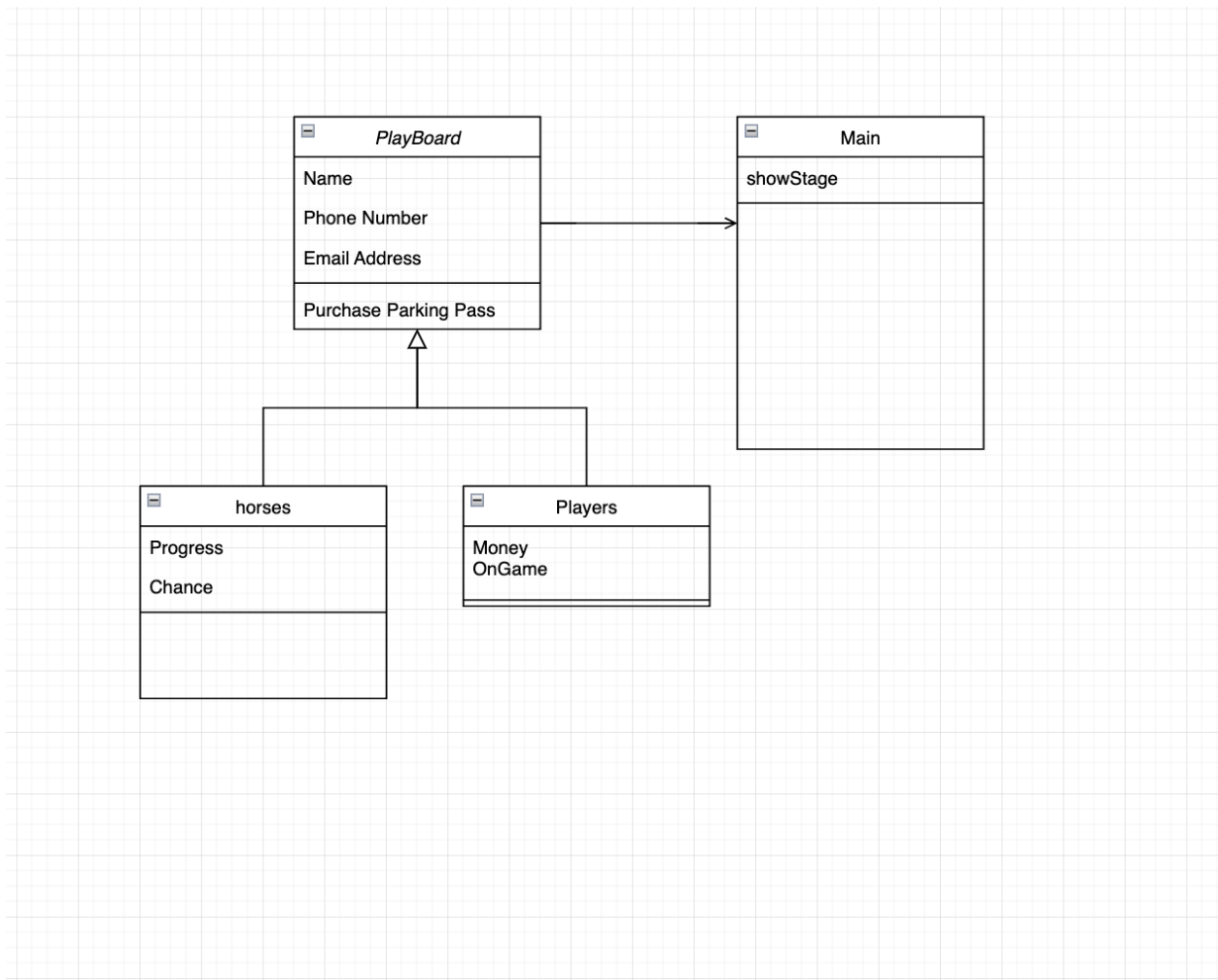
3.1 Initial User Interface Design

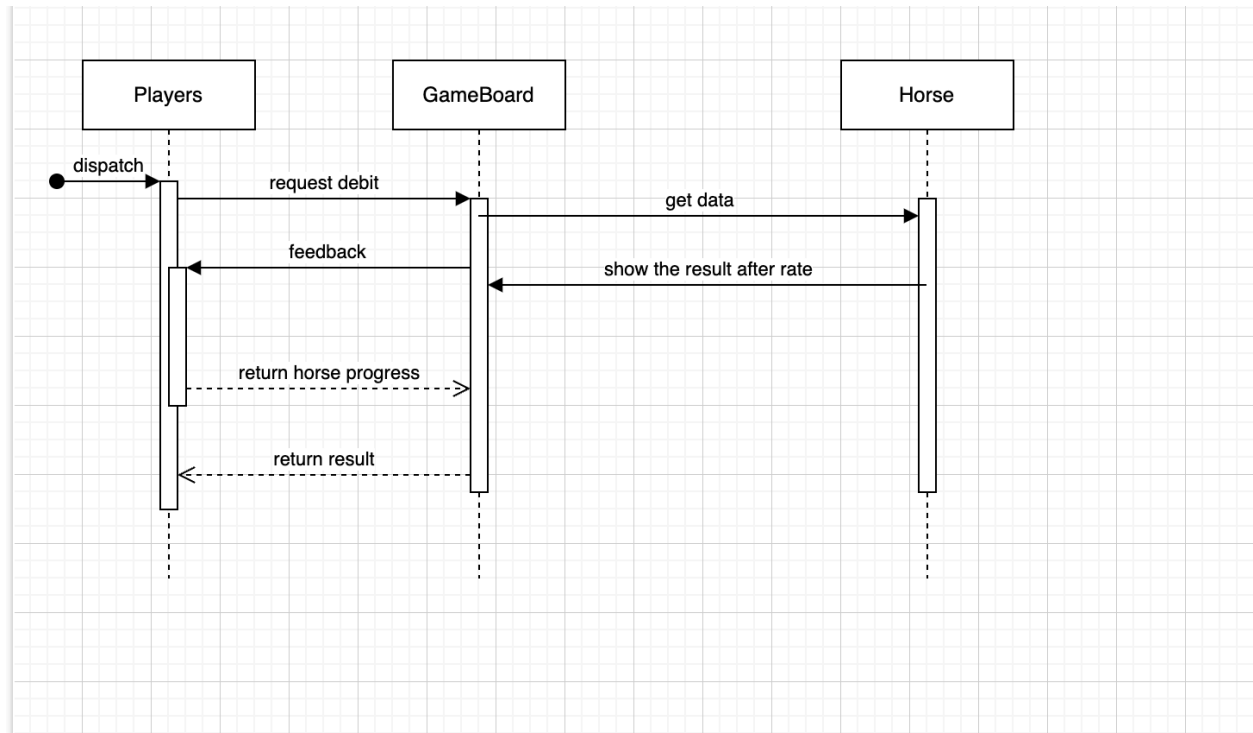
Provide a description of the general user interface layout, including a set of initial user interface design mock-ups. This can be done as a sketch if it's cleanly done by hand, or digitally using a drawing tool.

We are going to pick a background picture as the starting UI. During the game playing mode, several horses with their scores will be shown in a graph way so that users can see how much process the game is going through.

3.2 Initial Software Architecture

Provide a description of the initial architecture of your application, focusing on the major components of your system and how they will interact. This should include a UML class diagram and 2-3 sequence diagrams of the various modules in the system interacting.





4 Project Schedule

Provide a description of the major scheduling dates of your project. For each schedule milestone dates, clearly describe the milestone (e.g., what features will be implemented) and when the milestone must occur by. Include the project plan, code complete, presentation, and final report dates.

Table 3: Major Scheduling Milestones

<i>Milestone</i>	<i>Description</i>	<i>Target Completion Date</i>
<i>Brief structure built</i>	Perform the basic structure for the program.	Around second or third week of April
<i>Finish the scoring and money system</i>	Make sure the game can run correctly	Third week of April
<i>Finish the cartoons and report</i>	Finish the rest of the part	Last week of April
<i>Do the presentation</i>	Show the code in PPT or other form.	First week of May

Appendix

Provide additional supplemental information in an appendix as necessary.