

Term Game Project

ROULETTE

Milestone 3: - Web Application Entity Design



Link to github repository:

<https://github.com/sfsu-csc-667-fall-2017/term-project-laturkar-litwin-echevarria-pise-tait>

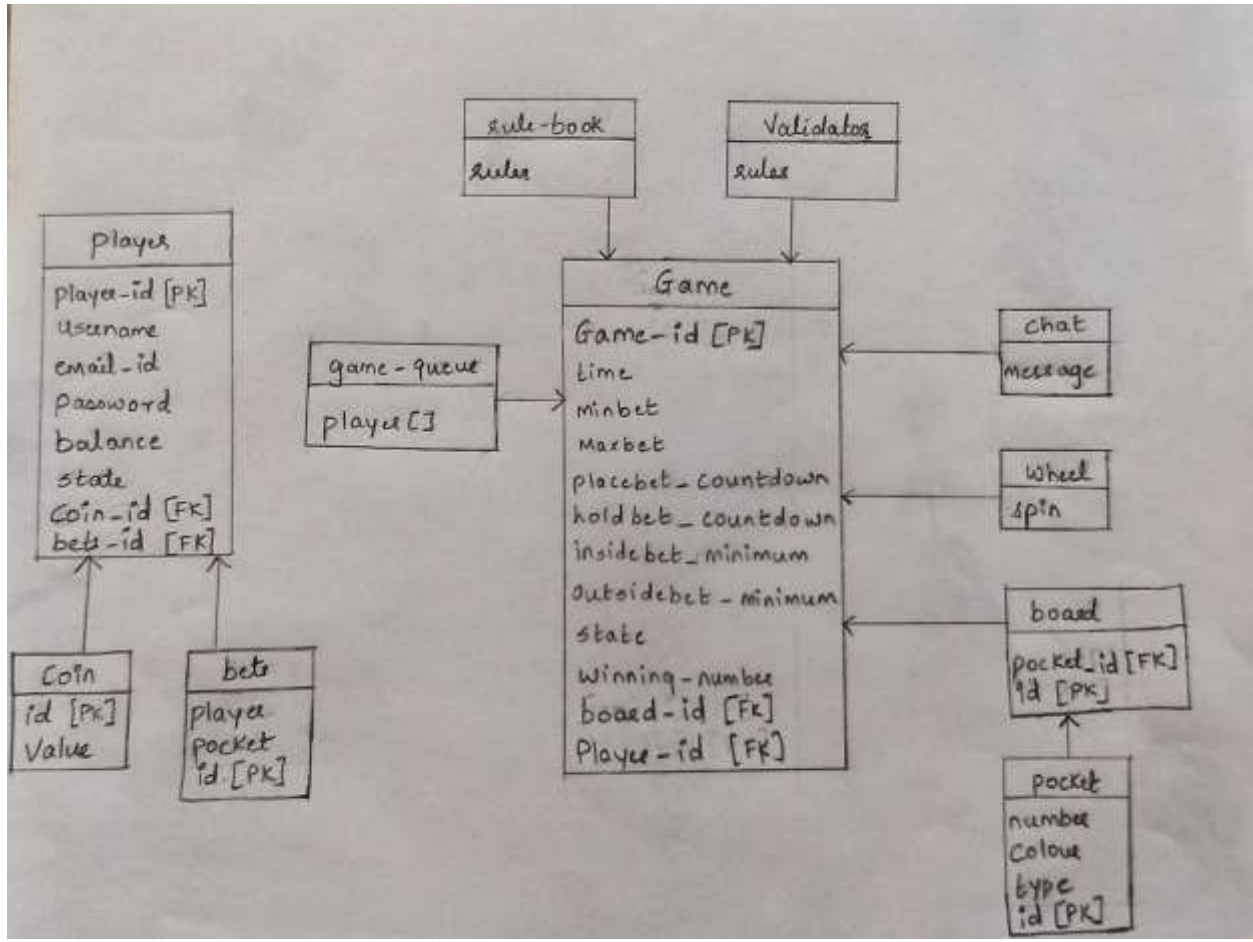
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Roulette game consists of the following entities: -

1. player
2. coin
3. bets
4. game_queue
5. rule_book
6. validator
7. game
8. chat
9. wheel
10. board
11. pocket



1. **Player** – The player entity consists of the values such as player_id, username, email_id, password, balance, state, coin[]. Balance is the money that each player has. State is the state of the player such as active state and waiting state. Each player can have number of coins holding value of 50 cents, 1 dollar, 5 dollar, etc. Username, email_id and password are the personal details of the player that are linked to his account.
2. **Coin** – Each player can have number of coins having value of 50 cents, 1 dollar, 5 dollar, etc. Coin Entity will have the id and the value associated with it.
3. **Bets** – Each player can place his bets in the pocket. The bet entity is associated with the player and the pocket.
4. **Game_queue** – The game_queue is the entity that is used to hold all the players. Players enter the game queue and only 6 players are allowed to play the game simultaneously and the remaining players would be in waiting state in the game queue.

5. **Rule_book** – Rule book consists of all the game rules.
6. **Validator** – Validator consists of all the rules that needs to checked during place bet, hold bet as well as the winning number.
7. **Game** – Game consists of the 6 players playing the game, the actual time which would be the clock time, state of the game such as place bet, hold bet and settlement state in which the winner would be decided. It also consists of the minimum bet and the maximum bet that the players want to bet. Placebet_countdown and holdbet_countdown is the countdown time for which the place bet and hold bet will be done. Insidebet_minimum and outsidebet_minimum are the inside and outside bets placed by the players on the pockets. Winning_number is the number that is obtained after spinning the wheel.
8. **Chat** – chat is a queue in which messages would be inserted till a count of 100 messages. After 100 messages, the older messages would be popped out.
9. **Wheel** – wheel is the entity that would be used for spinning in order to generate a random number generator.
10. **Board** – Board is the entity that would consist of the number of pockets.
11. **Pocket** – Pocket entity consists of the number, the color of the numbers on the pockets i.e red or black and the type of the numbers i.e even , odd, etc