INITIAL PROJECT SPECS

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PROGRAM OVERVIEW:

Craps is a dice game in which the players make wagers on the outcome of the roll, or a series of rolls, of a pair of dice. In order to win you have to win on the Come out roll if the dice shows 7 or 11. To lose on the Come Out roll if the dice are Craps (2, 3, or 12).  Lose on any subsequent roll if it's an Out 7.

DESCRIPTION OF USER INPUT:

The program will ask the user to bet. The user can bet as much as he/she wants but cannot bet more than what they have. The user can either do a “Pass Line Bet” or a “Don’t Pass Bet”. You could also bet on the field and have a chance of winning the amount places. The program will then ask the user to roll a pair of dice.

DESCRIPTION OF PROGRAM OUTPUT:

The program will output the amount the user has betted. Also have a new total of the user money. The program will also output where the user has placed the chips. If win/lose it will output if they have won or lost.

STRUCTURE OF YOUR DATA THAT WILL BE STORED IN TEXT FILES

Save where the game has ended off, how much money the player has and where the last chips were placed.

**Release Schedule (the second half of Specs)**

**Here, you will show an itemized plan for completing your project. You will share how you foresee your program developing, from 1.0 to 6.7 (be creative with release names). Do not worry about specific times of completion; be more concerned about the specifications that would make a given release clearly unique. The release schedule will be like rungs on a ladder that will give you direction with clearly defined progressive goals.**

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| **Release Name** | **New incremental features of this release** |
| Start - Menu  V1.0 | * The user will be able to select a variety of buttons that will direct him/her to different features of the game. * Buttons Included: Start Game, Instruction, Options. |
| Design the Background  V1.1 | * We will be making a background so the cards are easily seen by the players. |
| Adding the Dice  V1.2 | * Adding in the dice so the user can roll it. * We will have a button that the user will have to press in order to roll the dice. |
| Betting  V1.3 | * We will allow the user to bet any amount but they can’t bet what they don’t have. (Can’t exceed the amount they have) |
| Winning  V1.4 | * If user rolls a 7 or 11 the user wins |
| Storing the rolled number  V1.5 | * Will store the number that was rolled and the user has to roll that number again in order to win but if they roll 7 or 11 they lose. |