



CASINO



Ruby
Terminal
Application

Purpose

Are you : Bored?

Bad with Money?

Need to quit Gambling?

Stuck in Quarantine?

If answer == 'yes' || 'y'

I have made the
perfect app for you!

Ruby
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What is it?

Casino is a collection of games you may find in a Casino or other gambling establishments. It Includes:

1. Blackjack
2. Crash
3. Horse Racing

How it works

Casino starts by introducing the user to their wallet which is valued at \$100. They are then given options like if they need help or would like to play one of the three games.

The word "CASINO" is rendered in a large, pixelated, white font against a dark background, mimicking a retro video game aesthetic.

```
Welcome one welcome all to the wonderful world of gambling!  
Your current balance is $300  
What would you like? (Use Keyboard Arrow keys)  
▸ Games  
  Help  
  Exit
```

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How it works

When in the user chooses to play one of the games they are first introduced to learn more about the games rules. Alternatively they can continue on and play the game.

Each game has different logic so for this I will go through some key features and explain Blackjacks logic. Afterwhich I will give a demonstration.

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Simple and Replayable

Using File reading and writing my application saves your money value allowing infinite replayability

```
def load_money()
  begin
    money_val = File.open("money_val.txt")
  rescue
    puts "No File found - Creating new File"
    money_val = File.new("money_val.txt", "a+")
  end

  money = money_val.read.to_i
  if money ≤ 9 || money == nil
    money = 100
  end
  money_val.close
  return money
end

money = load_money()

update_money_file = proc{
  money_file = File.write('money_val.txt', money.to_s)
}
```

About Casino

Fair Blackjack

```
# deal hands for blackjack
deal_blackjack = proc {
  deck.shuffle
  player_hand << deck.draw_card
  banker_hand << deck.draw_card
  player_hand << deck.draw_card
  banker_hand << deck.draw_card
}
```

Using similar structure I have created blackjack the same way you would be able to play in a Casino. This means you're dealt cards the correct way and you are given similar opportunities as if you were actually there.

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MADE FOR ADDICTION

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About Casino

```
# # Initialization  
require 'tty-box'  
require 'tty-table'  
require 'tty-prompt'  
require 'ascii_charts'  
require 'timeout'  
require 'pastel'
```

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MADE FOR ADDICTION

Simple User Inputs

I have taken advantage of many gems to give the user a simple and clear browsing experience.

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About Casino

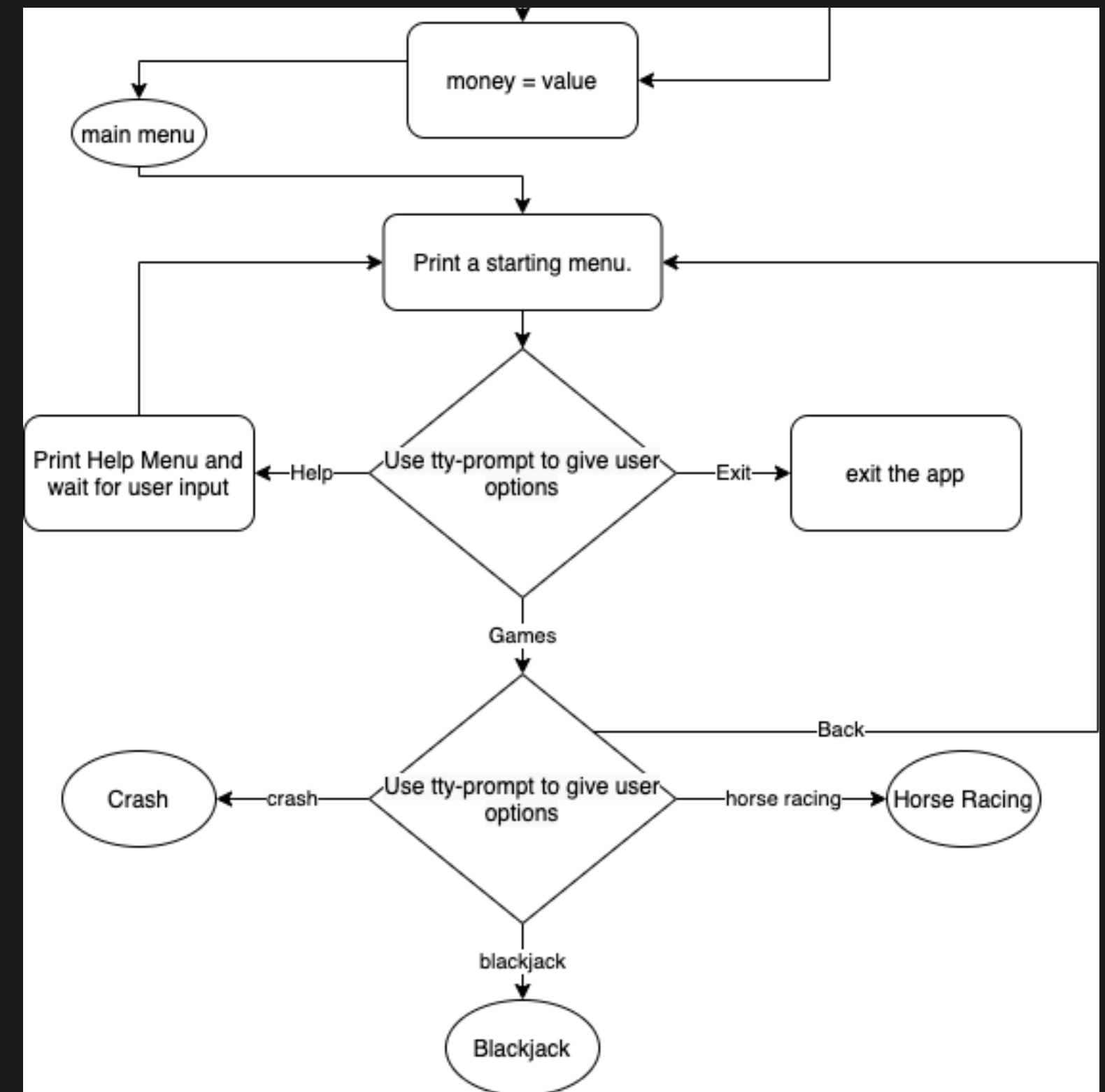
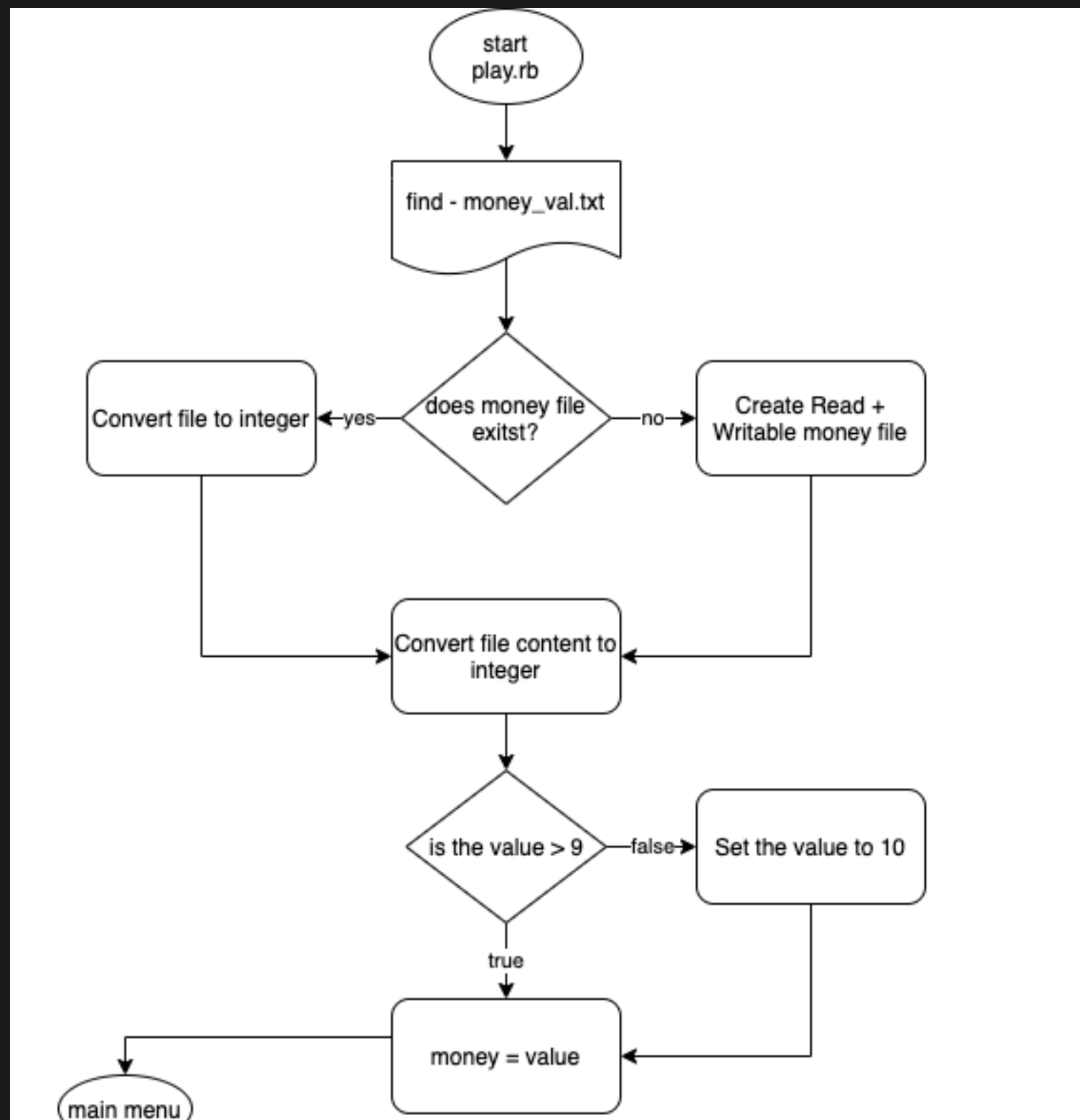
Ethical Concerns

Finally to address the most important topic relating to a gambling application. My app raises some major ethical issues by introducing or tempting users with the addiction of gambling. With this I have given appropriate gambling help links to guide the user to help if they require it.

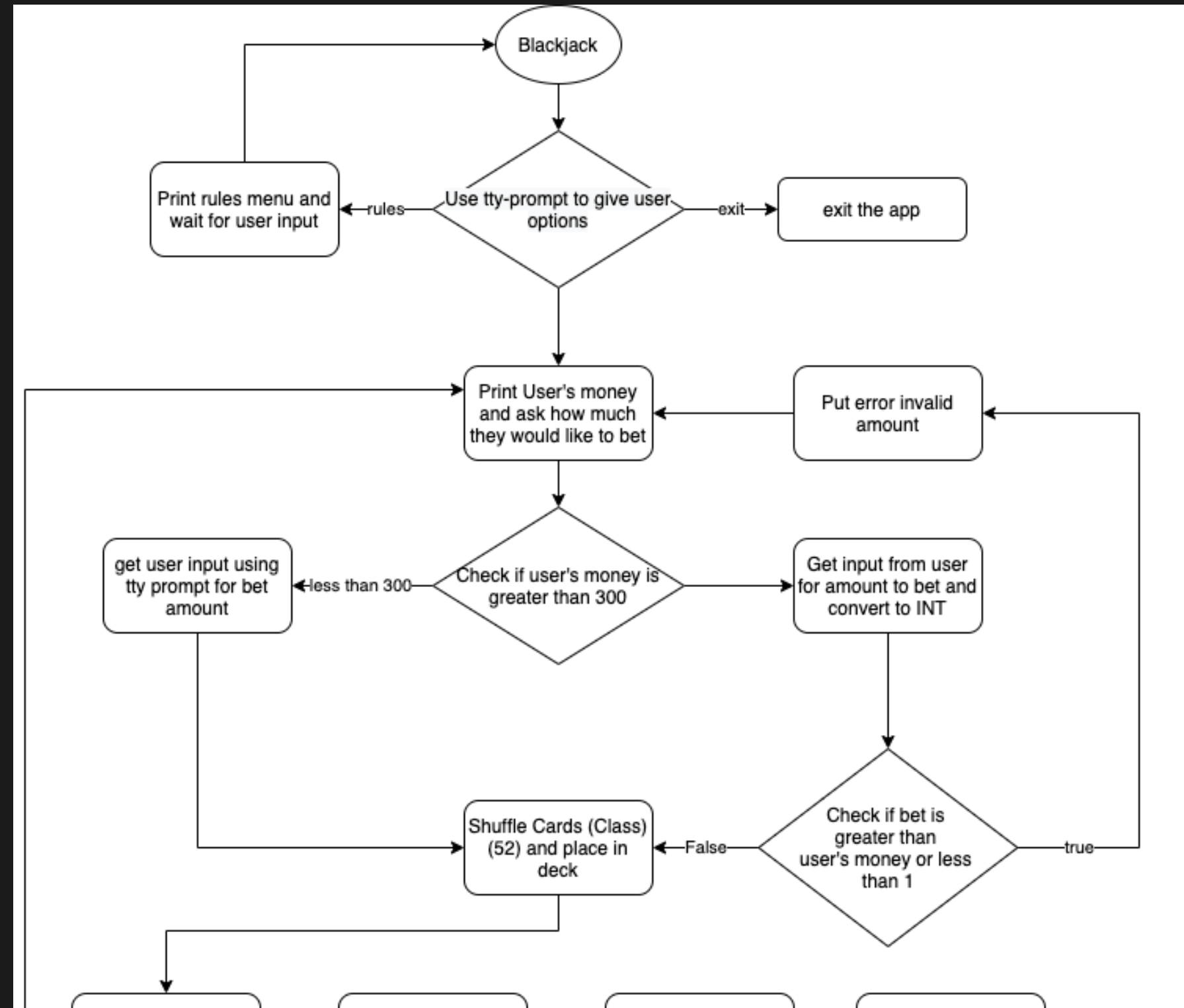
Remember this is just a game. If you do find gambling addictive, please seek professional help and read more at <https://www.gamblinghelponline.org.au/>

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How it works

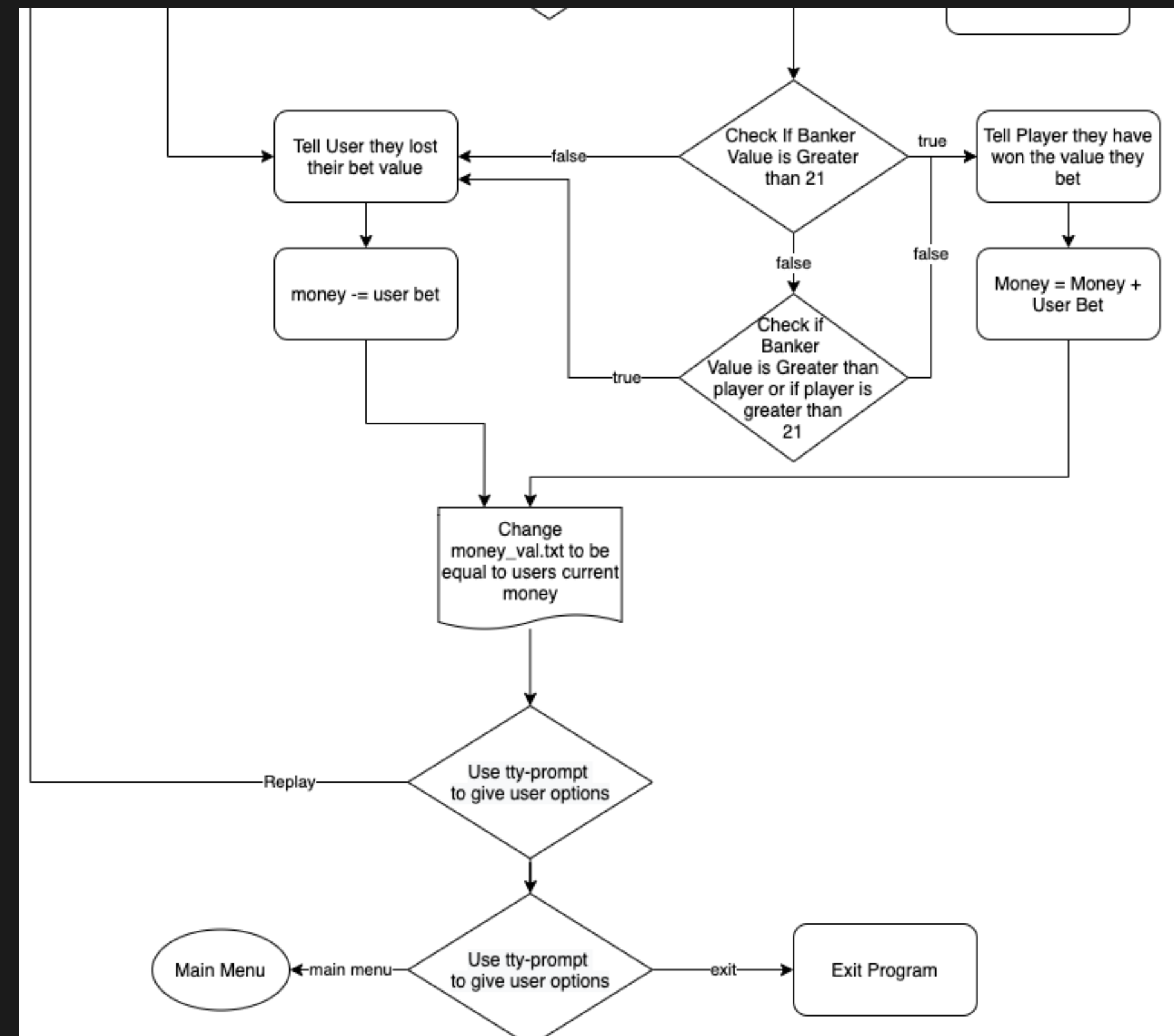
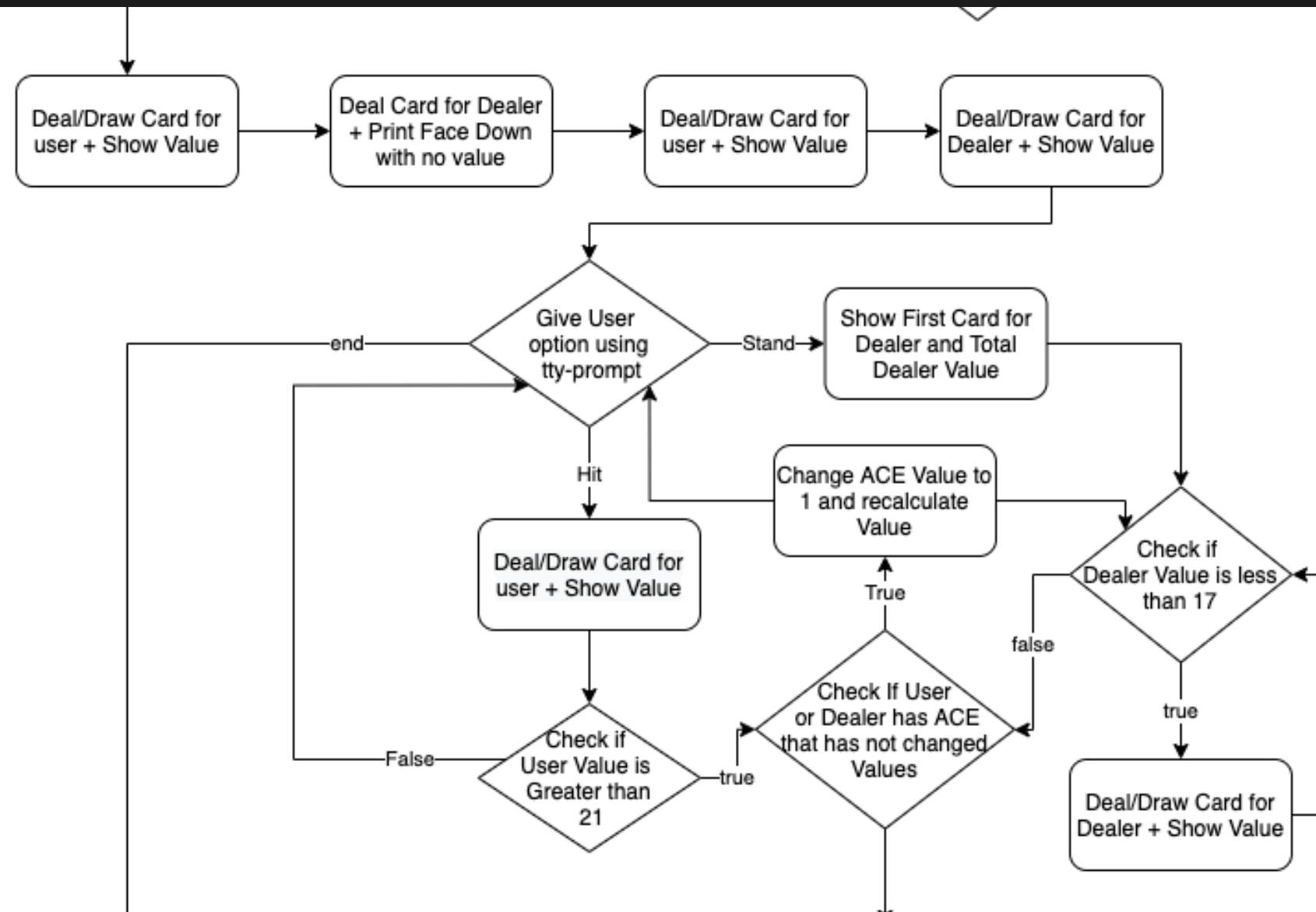


How it works



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How it works



Things I Liked

- The Ruby syntax was very fun to work with.
- Having multiple goals and being able to make them all
- Creating something that I enjoyed playing throughout the process
- Ruby gems were a lot of fun to look into and find what worked.
- Really cementing what I learnt in a physical application

Struggles

- Test Driven development was quite a hard method for me to use
 - Setting a large/small enough scope made it difficult
 - Keeping to a strict creation timeframe and structure
-

Now time for a Demonstration!
