

# **MINI PROJECT**

## **CASINO GAME**

팀명 : 광주랜드

팀장 : 김성민, 부팀장:강채린

팀원 : 박 준, 송희주, 최진균



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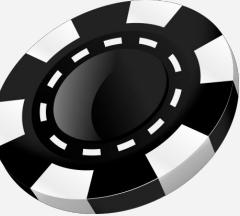
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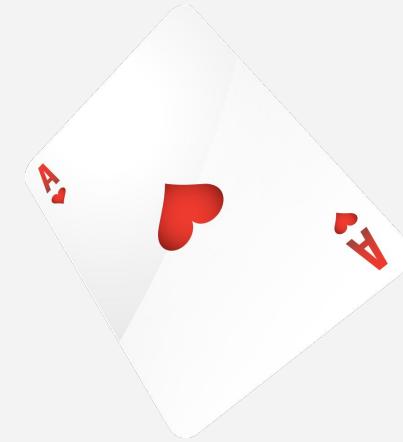
QnA



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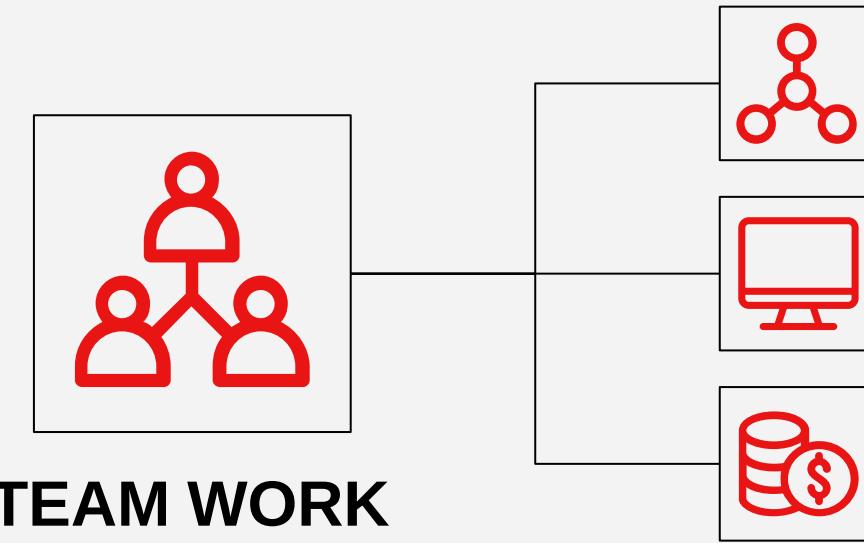


**1**



# 프로젝트 소개

# PROJECT INTRODUCTION



**TEAM WORK**

**Development Language**

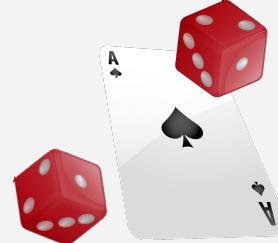
Java  
Database

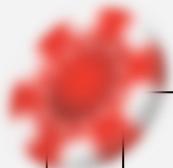
**Technique**

Model-View-Controller(MVC),  
OOP, Algorithm

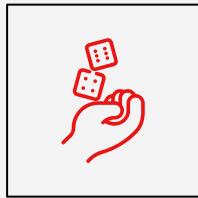
**Outputs**

CASINO GAME  
(a.k.a Gwangju Land)



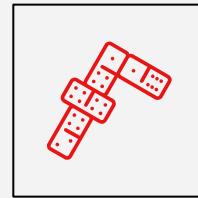


# PROJECT GOALS



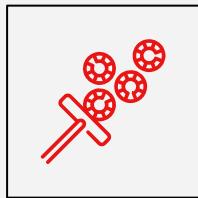
## GOAL 1

We can be used  
Java algorithm



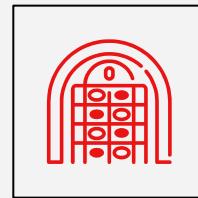
## GOAL 2

We can save data in  
the DB using JDBC



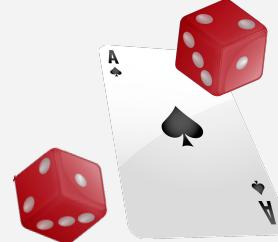
## GOAL 3

We can structure  
code using MVC  
techniques.



## GOAL 4

We can output what  
We want to the  
console.





# CASINO GAME

You are sitting on the edge of your seats.

Try your luck.

You can become the owner of the jackpot.

# GAMES



**BLACK JACK**



**SLOT MACHINE**



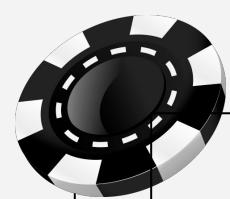
**RULELETTE**



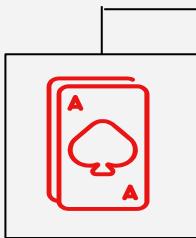
2

# 미니 프로젝트 일정

Goals & Impactful Topic

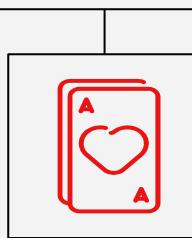


# SCHEDULE



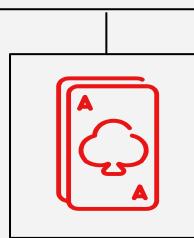
MON

## DATABASE



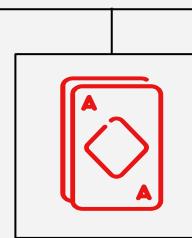
TUE

# GAME ALGORITHM



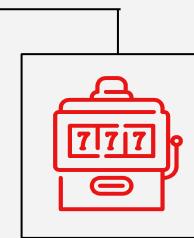
WED

MUSIC  
MEDIA



**THU**

# PERFORMANCE IMPROVEMENT



FRI

## PRESENTATION



# 프로젝트 역할



김성민

강채린

박 준

송희주

최진균

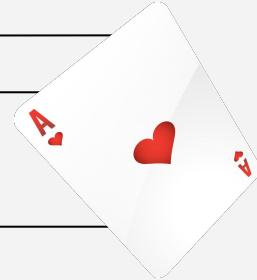
게임 알고리즘 설계  
기능요구서 작성  
그래픽 작업

Music 모델 설계  
효과음 편집  
GUI 소스 수집

카드 그래픽 작업  
발표

DAO 모델 설계  
시스템 흐름도 작성  
그래픽 작업

코드 구현 및 종합

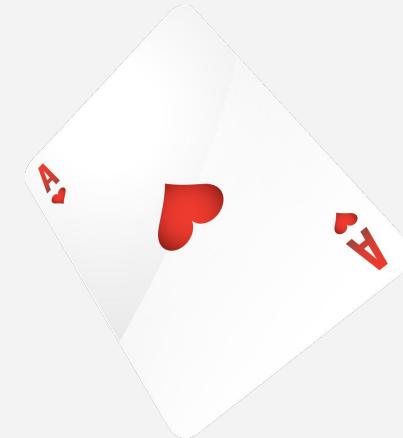
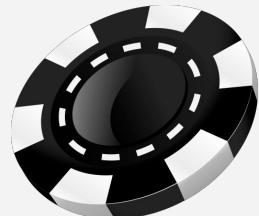


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# 프로그램 설계

Game rule and Algorithm





분류	설명
운영체제	Windows 10
버전 관리 시스템	Git, Github
개발 도구	Eclipse IDE (2023-06) JavaSE-1.8
개발 언어 및 프레임워크	1. Java 2. SQL
데이터베이스	ORACLE 11
하드웨어	NVIDIA GeForce RTX 2070 Intel(R) Core(TM) i7-10700 CPU RAM 16.0GB

# DATABASE



## PETER SMITH

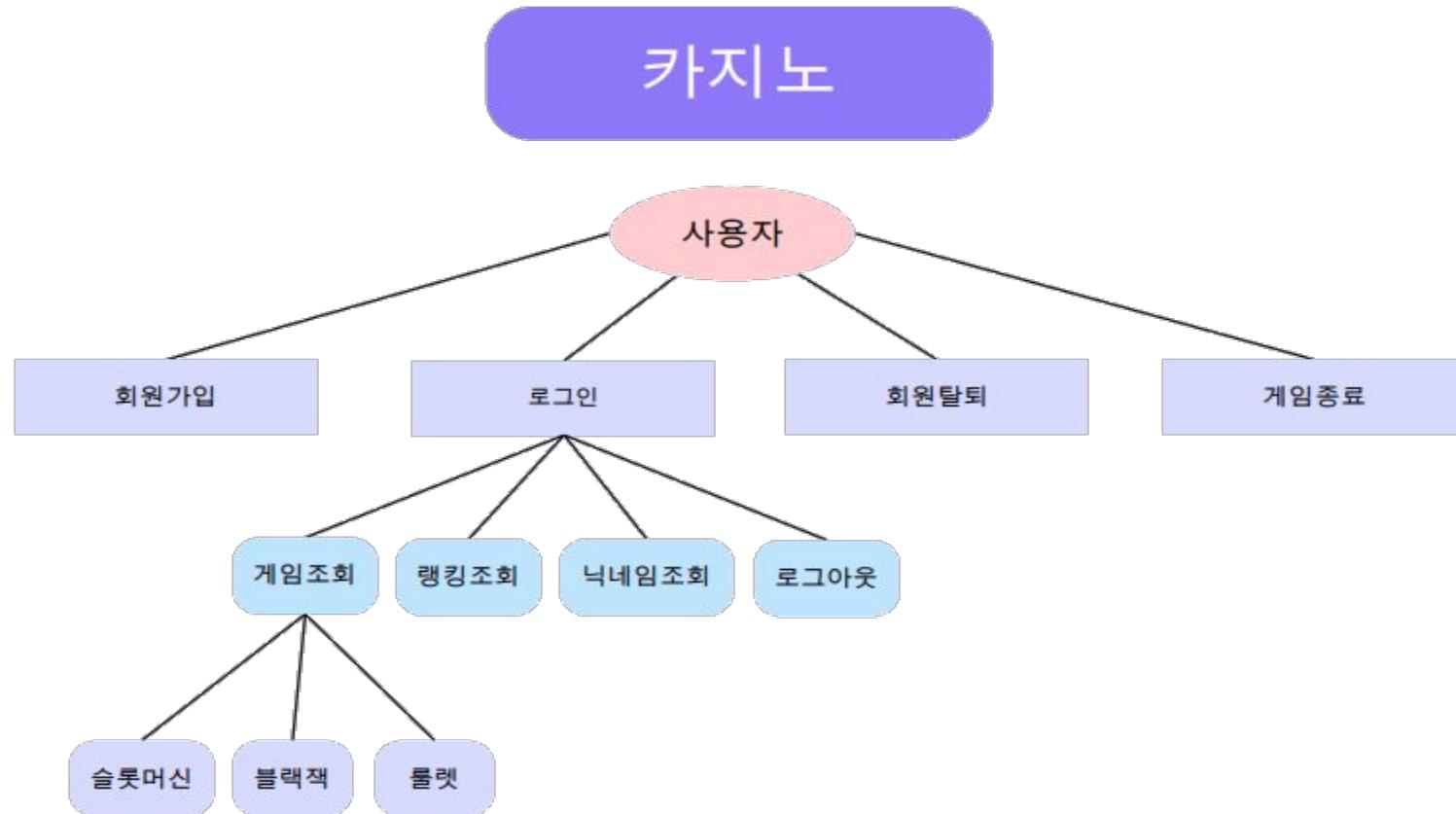
He wants to join  
We need tables to store his data

ID	PW	N.N	MONEY
smhrd1	hrd1!	짱구	50(만원)
smhrd2	hrd2@	철수	100(만원)
smhrd3	hrd3#	유리	70(만원)

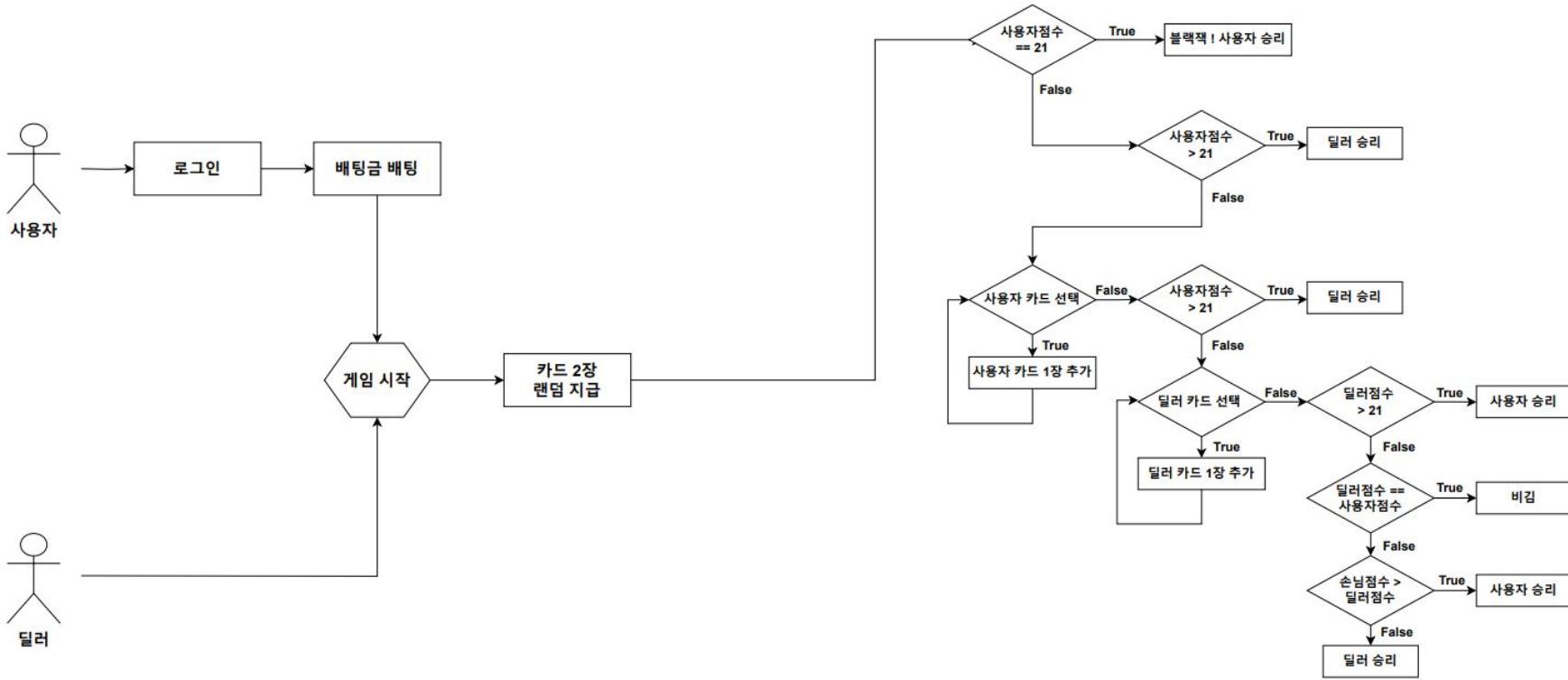
```
CREATE TABLE CASINO(  
    ID VARCHAR2(50) PRIMARY KEY,  
    PW VARCHAR2(50) NOT NULL,  
    NICKNAME VARCHAR2(50) UNIQUE NOT NULL,  
    MONEY NUMBER DEFAULT 0  
)
```



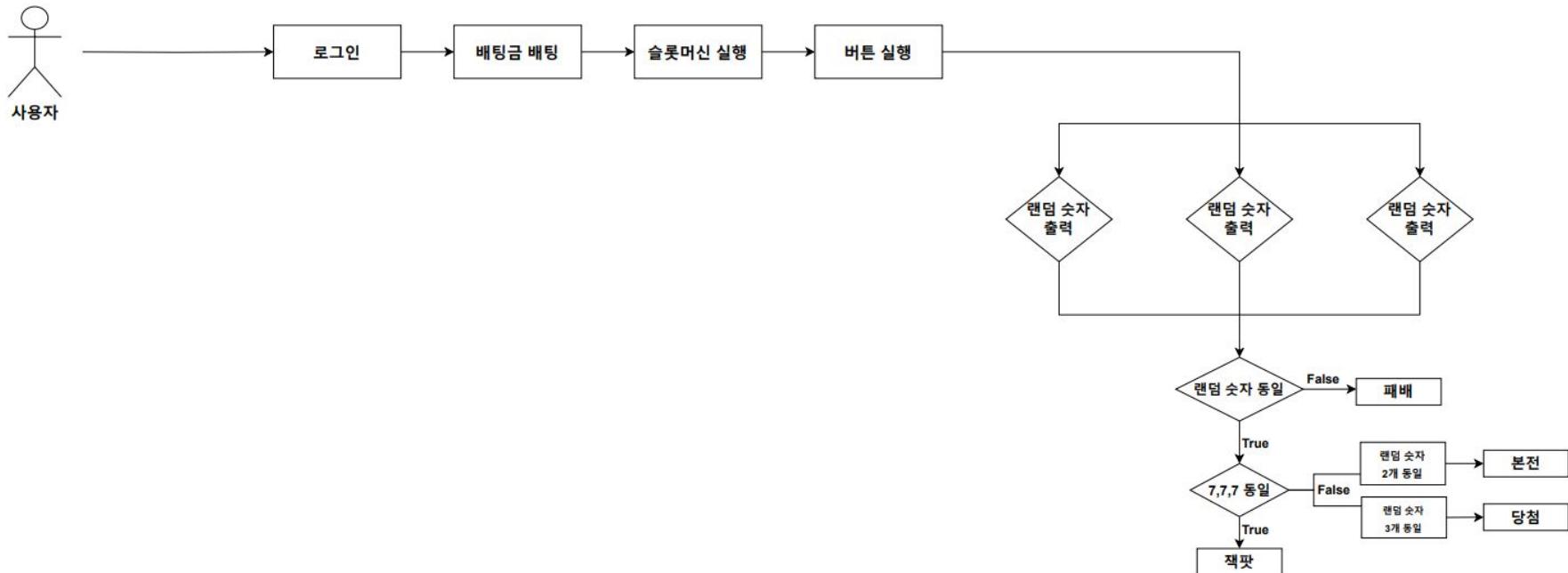
# USE CASE DIAGRAM



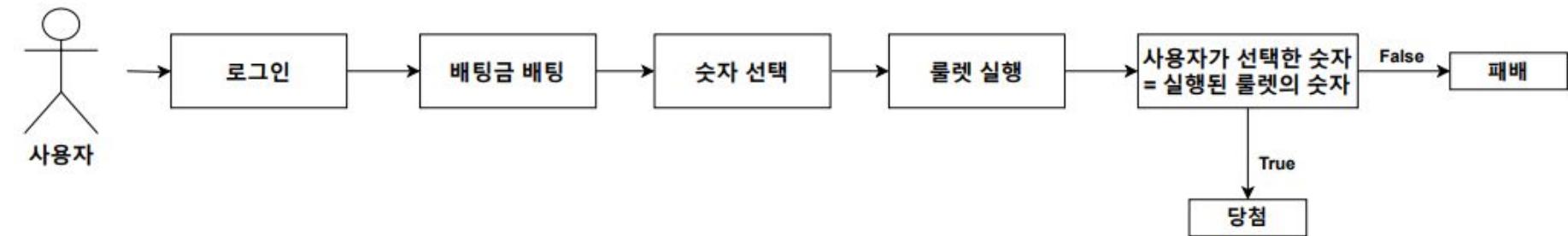
# **BLACK JACK System flow chart**



# SLOT MACHINE System flow chart



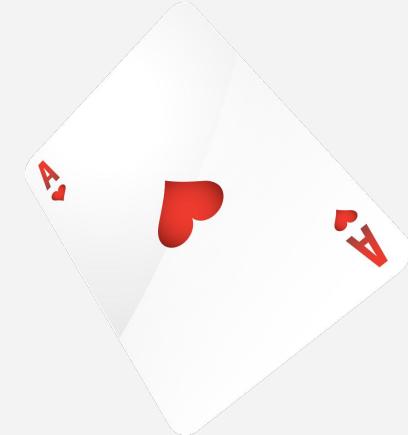
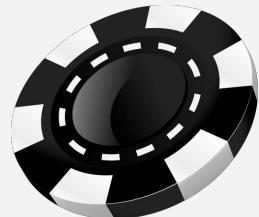
# RULELETTE System flow chart



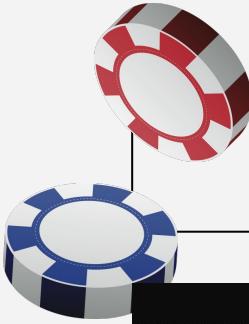
4

# 설명 및 시연

Testing



# TEST



1번 슬롯을 뽑으시겠습니까?(y/n) >> y

3

2번 슬롯을 뽑으시겠습니까?(y/n) >> y

32

3번 슬롯을 뽑으시겠습니까?(y/n) >> y

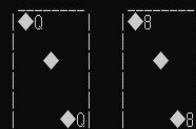
325

성민님의 잭팟은 45만원입니다.  
[1] 게임 조회 [2] 행정 조회 [3] 닉네임 조회 [4] 로그아웃 >

성민님의 카드는 8 10 입니다.  
숫자의 합 : 18  
딜러의 카드는 12 8 입니다.  
숫자의 합 : 20

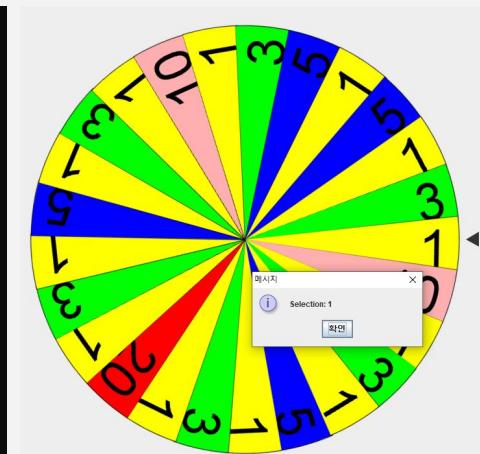
+++▼+++	+++▼+++
+++▼+++	+++▼+++
▶=●◀	▶=●◀
+++▲+++	+++▲+++
+++▲+++	+++▲+++
+++▲+++	+++▲+++

카드를 한 장 더 뽑으시겠습니까?(y/n) >> y  
유저의 버스트입니다.  
성민님의 카드는 8 10 7 입니다.  
숫자의 합 : 25  
딜러의 카드는 12 8 입니다.  
숫자의 합 : 20  
패배하셨습니다.



♣8	♠10
♣8	♠10

♣8	♠10	♦7
♣8	♠10	♦7



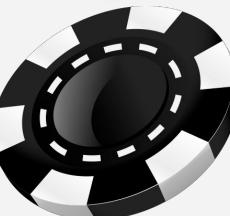
Sele  
Angl  
Spe



화면을 클릭하세요

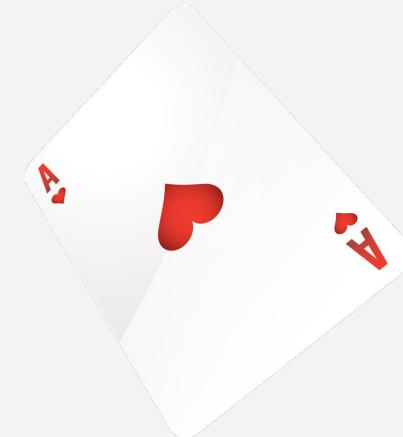


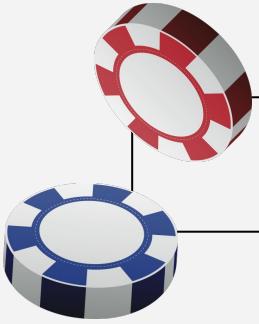
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**5**

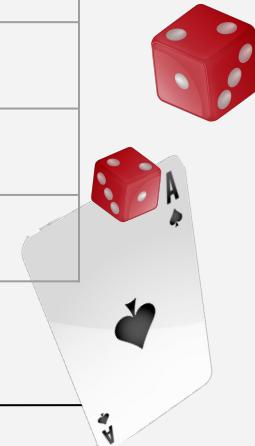
# 문제 및 해결방안

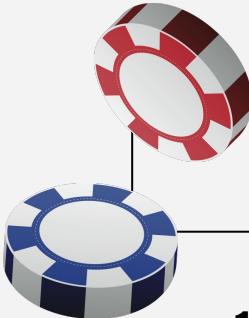




# 문제 및 해결방안

문제	해결방안
룰렛 돌아가는 모션	그래픽 라이브러리 등을 이용하여 돌아가는 속도와 각도를 구현하여 해결.
카드그래픽 디자인	반복적인 작업을 통해 해결.
입력오류	제대로 입력 할 때까지 다시 입력받음.
사용자의 편의성	모든 행위에 대해 최소나 범복 가능하게 구현.
의견 충돌	소통을 통해 원만하게 해결하였음





# 참고문헌

## 1. 도서

- a. 제목 : Do it! 오라클로 배우는 데이터베이스 입문
- b. 저자 : 이지훈
- c. 출판사 : 이지스퍼블리싱(2023)

## 2. 도서

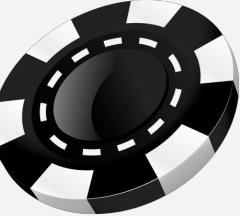
- a. 제목 : 명품 JAVA Programming 개정4판
- b. 저자 : 황기태, 김효수
- c. 출판사 : 생능출판(2022)

## 3. 웹사이트

- a. 제목 : spin-wheel
- b. 저자 : CrazyTim
- c. 주소 : <https://github.com/CrazyTim/spin-wheel>

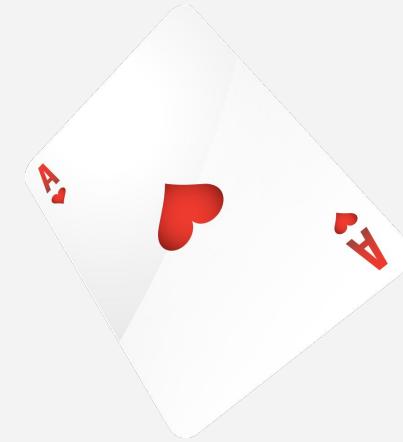


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**6**

**QnA**



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**THANK  
YOU**

