

MINI PROJECT

CASINO GAME

팀명 : 광주랜드

팀장 : 김성민, 부팀장:강채린

팀원 : 박 준, 송희주, 최진균



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1

프로젝트 소개



PROJECT INTRODUCTION



TEAM WORK



Development Language

Java
Database



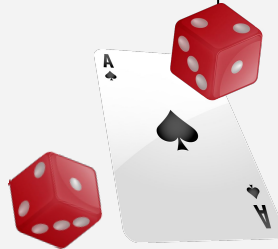
Technique

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



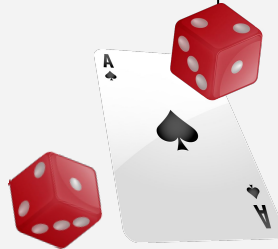
GOAL 3

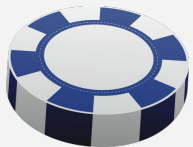
We can structure
code using MVC
techniques.



GOAL 4

We can output what
We want to the
console.

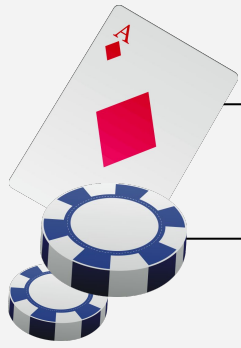




CASINO GAME

You are sitting on the edge of your seats.
Try your luck.
You can become the owner of the jackpot.





GAMES



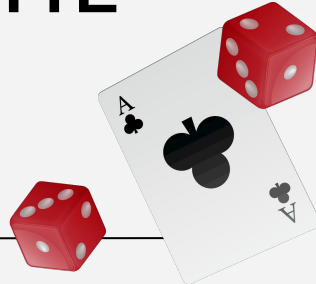
BLACK JACK



SLOT MACHINE



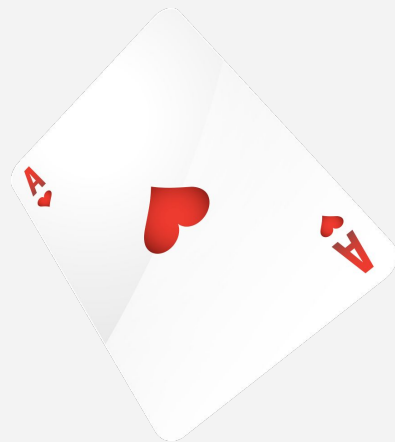
RULELETTE



2

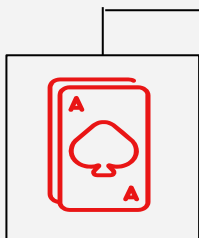
미니 프로젝트 일정

Goals & Impactful Topic



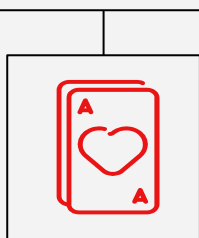


SCHEDULE



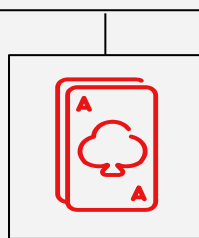
MON

DATABASE



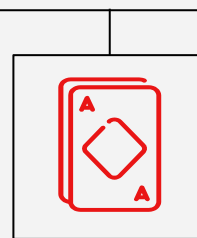
TUE

GAME
ALGORITHM



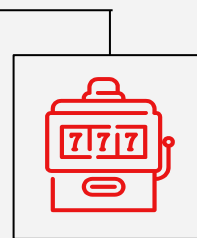
WED

MUSIC
MEDIA



THU

PERFORMANCE
IMPROVEMENT

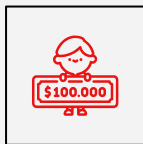
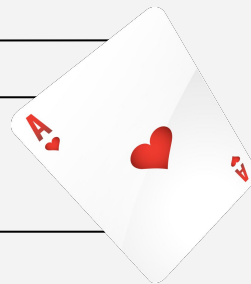


FRI

PRESENTATION



프로젝트 역할



김성민

강채린

박 준

송희주

최진균

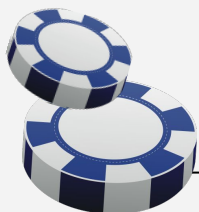
게임 알고리즘 설계
기능요구서 작성
그래픽 작업

Music 모델 설계
효과음 편집
GUI 소스 수집

카드 그래픽 작업
발표

DAO 모델 설계
시스템 흐름도 작성
그래픽 작업

코드 구현 및 종합

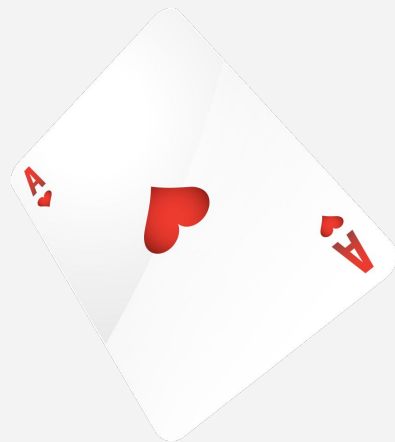




3

프로그램 설계

Game rule and Algorithm

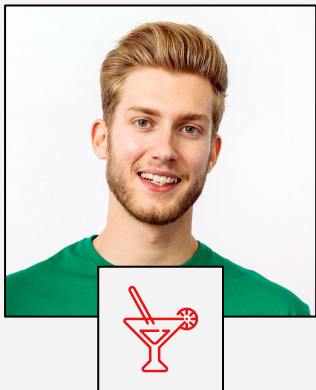




분류	설명
운영체제	Windows 10
버전 관리 시스템	Git, Github
개발 도구	Eclipse IDE (2023-06) JavaSE-1.8
개발 언어 및 프레임워크	1. Java 2. SQL
데이터베이스	ORACLE 11
하드웨어	NVIDIA GeForce RTX 2070 Intel(R) Core(TM) i7-10700 CPU RAM 16.0GB



DATABASE



PETER SMITH

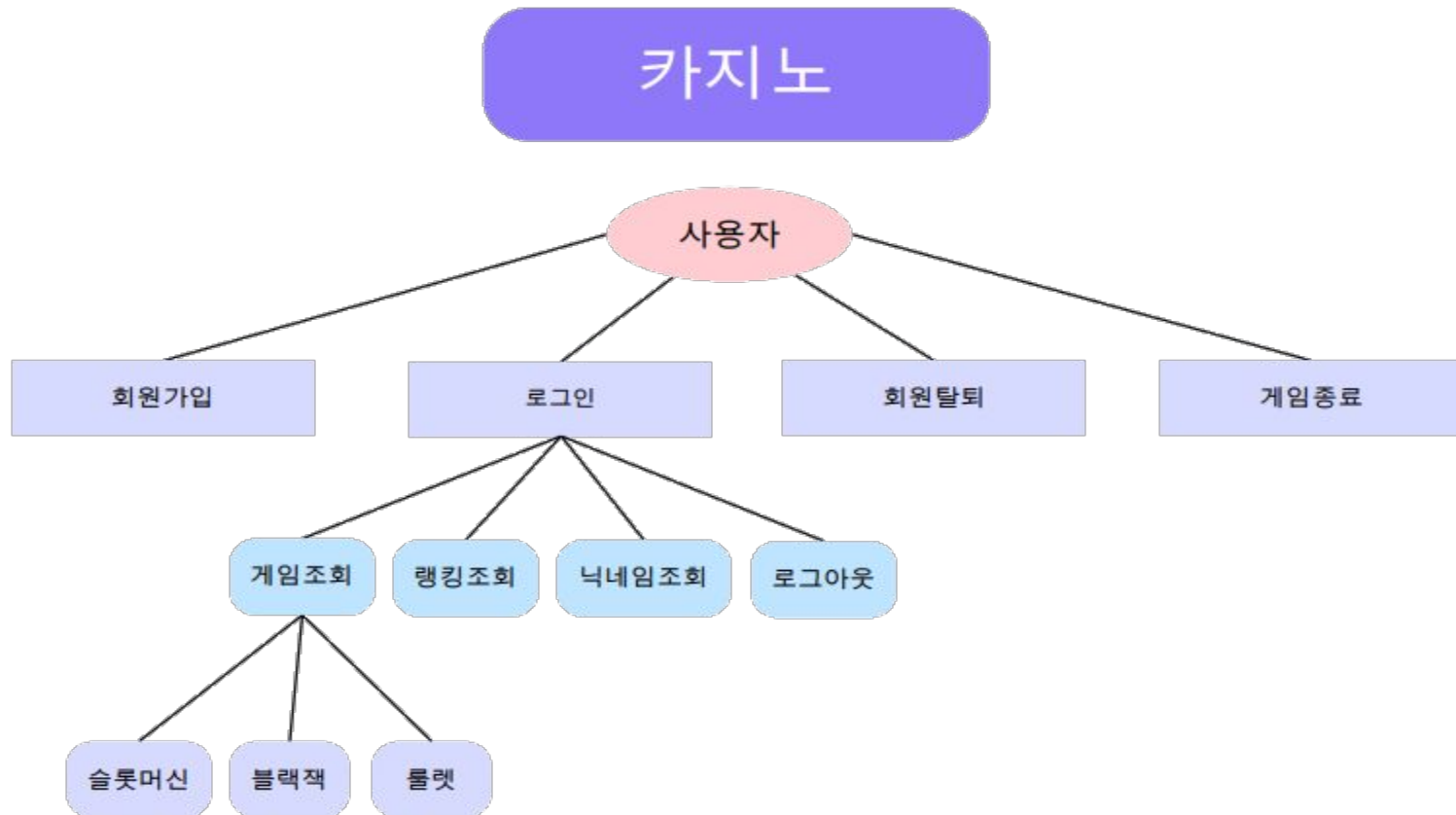
He wants to join
We need tables to store his data

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

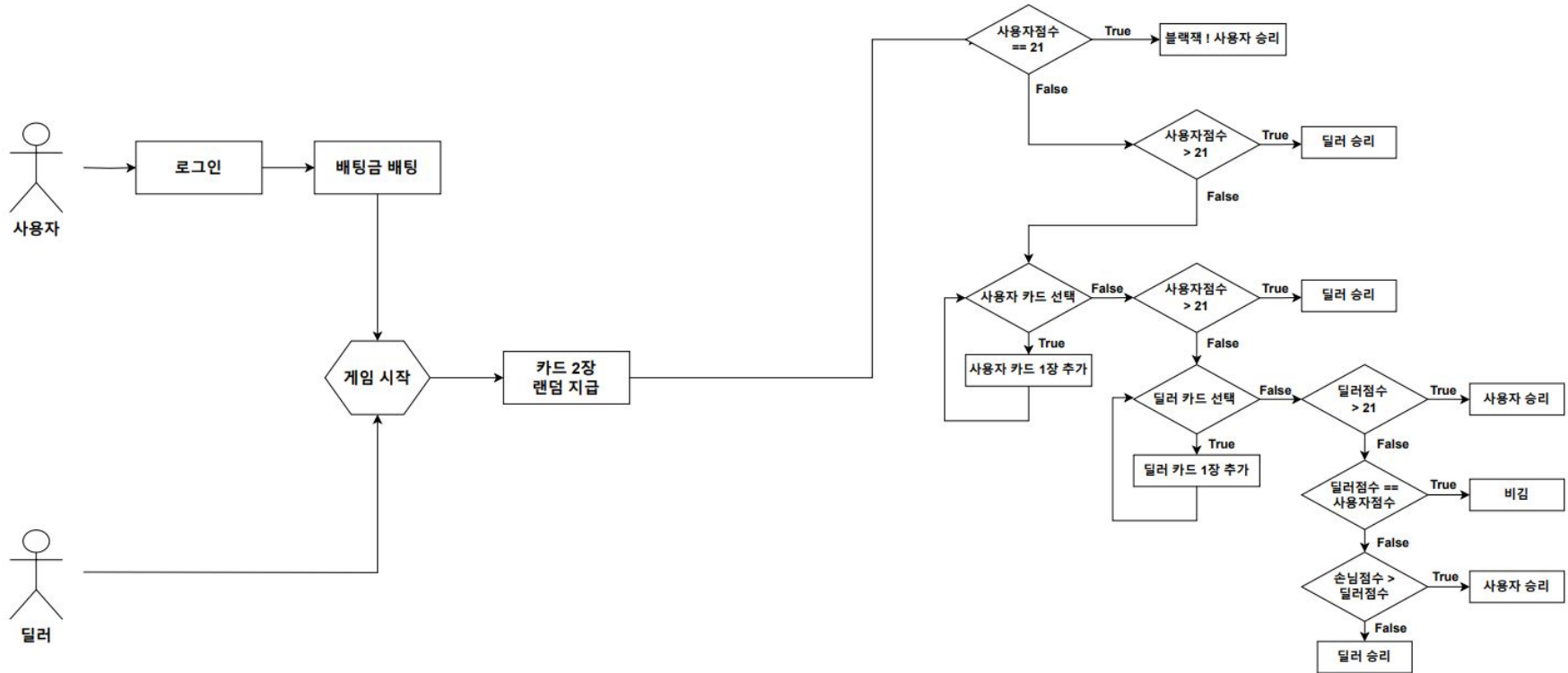
```
CREATE TABLE CASINO(  
  ID VARCHAR2(50) PRIMARY KEY,  
  PW VARCHAR2(50) NOT NULL,  
  NICKNAME VARCHAR2(50) UNIQUE NOT NULL,  
  MONEY NUMBER DEFAULT 0  
);
```



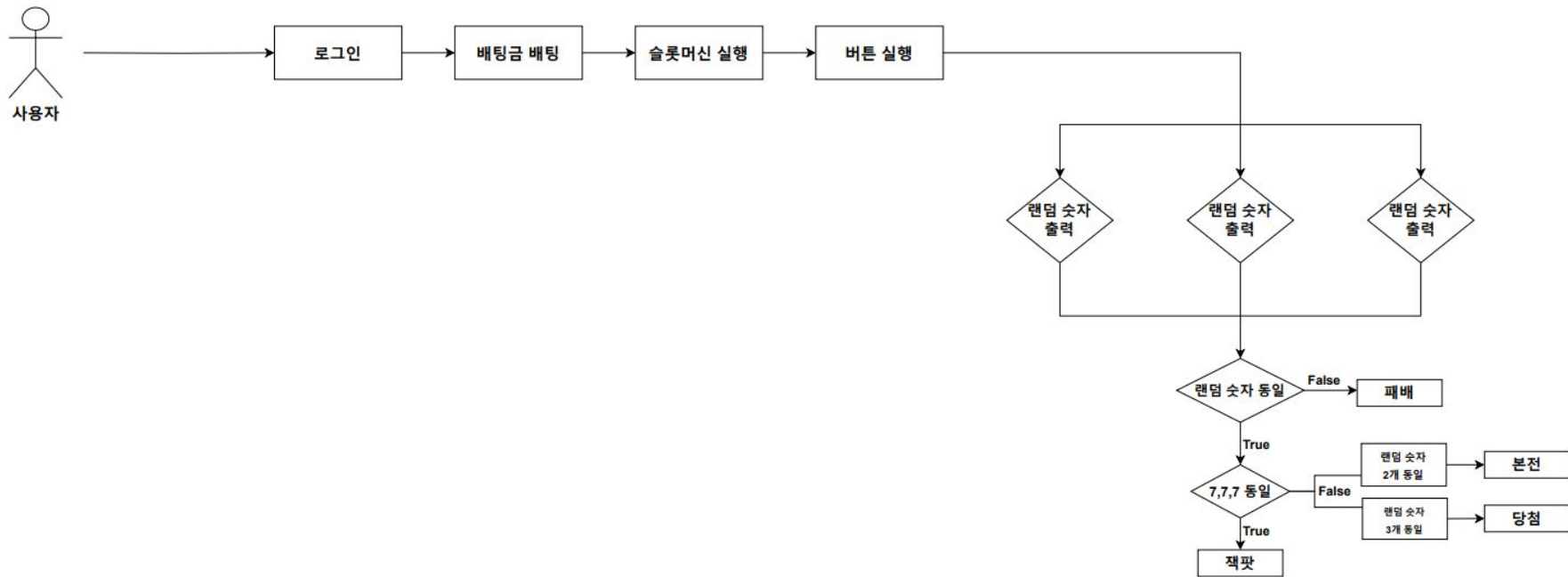
USE CASE DIAGRAM



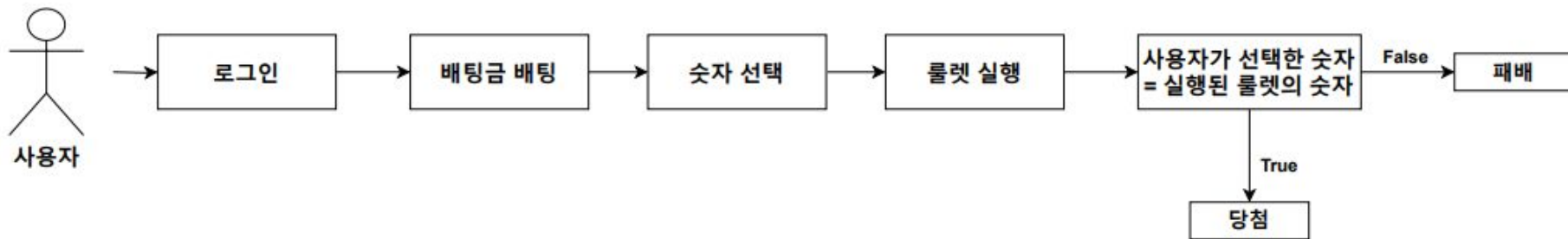
BLACK JACK System flow chart



SLOT MACHINE System flow chart



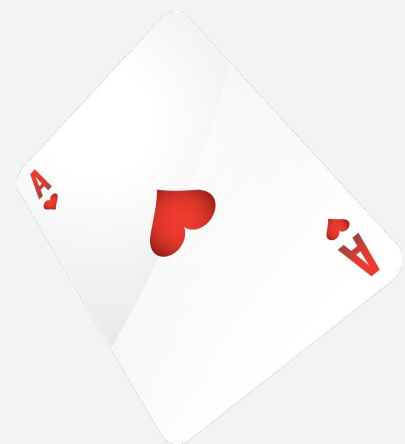
RULELETTE System flow chart



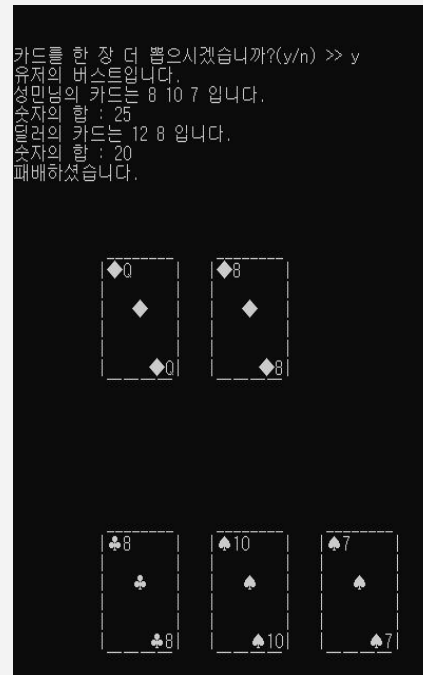
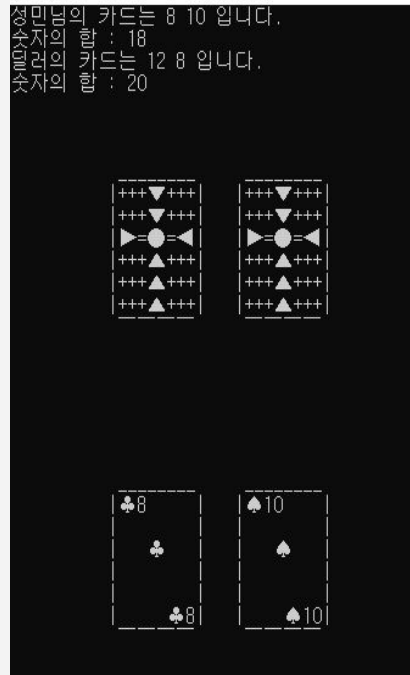
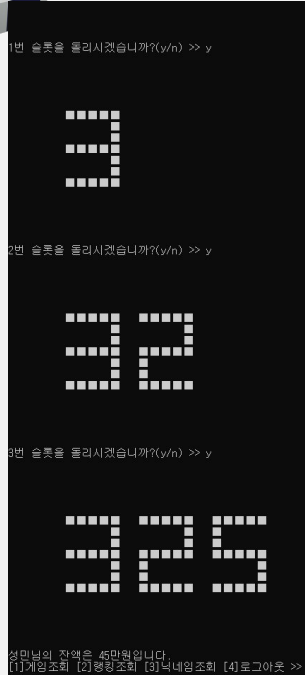
4

설명 및 시연

Testing

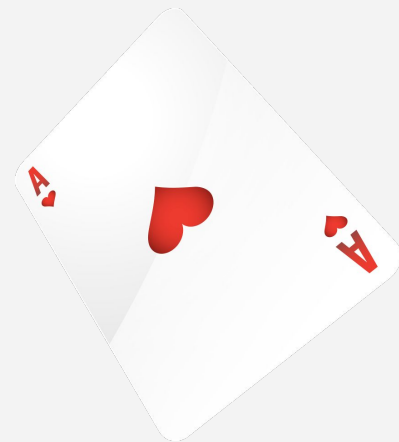
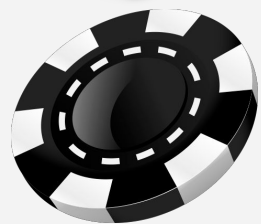


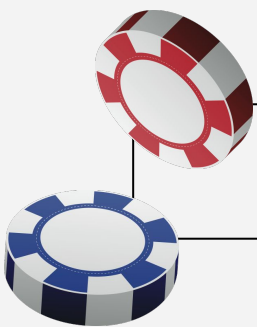
TEST



5

문제 및 해결방안





문제 및 해결방안

문제	해결방안
롤렛 돌아가는 모션	그래픽 라이브러리등을 이용하여 돌아가는 속도와 각도를 구현하여 해결.
카드그래픽 디자인	반복적인 작업을 통해 해결.
입력오류	제대로 입력 할 때까지 다시 입력받음.
사용자의 편의성	모든 행위에 대해 취소나 반복 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)

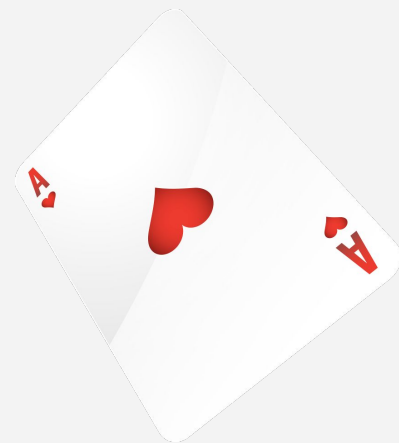
3. 웹사이트

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



6

QnA



**THANK
YOU**

