# **Project Specification**

Sprint Dashboard: https://github.com/orgs/cmu-webapps/projects/13/views/1

#### **Team Members:**

- 1. Rio Pacheco (riop)
- 2. Aditya Malhotra (adityam2)
- 3. Parardha Kumar (parardhk)

### **Product Backlog:**

The platform will include the following components:

- 1. User
  - a. Registration: Registering to play the game using Google OAuth.
  - b. Log In: Log in using OAuth.
  - c. Profile Page: Enables the user to add/modify their profile picture, add money to their in-app wallet.
- 2. We will have one main game that users can join after logging in.
- 3. Game Logic: Implement the core roulette game logic.
  - a. Each user places a bet on a space and hits the confirm button.
  - b. If a user does not place a bet after 1 minute, they cannot do so anymore. Once all users have placed a bet (except timed out users), the dealer spins the wheel.
  - c. Websocket communication to show users who bet and confirmed.
- 4. User Profile:
  - a. An option to upload a profile picture.
  - b. Provide user profiles with achievements.
- 5. Payments and Transactions:
  - a. We maintain each user's balance on the server in a wallet.
  - b. User can deposit money using a Credit Card via Stripe Payments in Test Mode (https://stripe.com/docs/testing).
  - c. User can also withdraw all of their balance. In our game, we will destroy the balance from the server but won't actually be performing a credit.

### 1st Sprint Backlog:

In this sprint, we will focus on creating each of the screens with mock data.

Name	Screens
Aditya Malhotra	User Register/Login User Profile & Statistics
Parardha Kumar	Pre-Game page
Rio Pacheco	Live Game Page

### **Product owner:**

Rio Pacheco (riop)

### **Data models:**

User (provided by Django)

#### Transactions

- ForeignKey: User

- Enum: TypeOfTransaction

Integer: AmountEnum: Status

#### Profile

- ForeignKey: User

ImageField: ProfilePictureInteger: Account Balance

#### Achievements

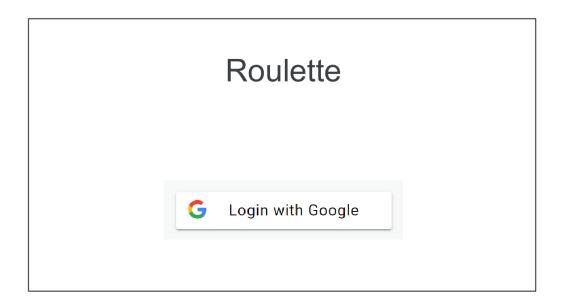
- ForeignKey: User

Integer: Total Bet AmountInteger: Won Amount

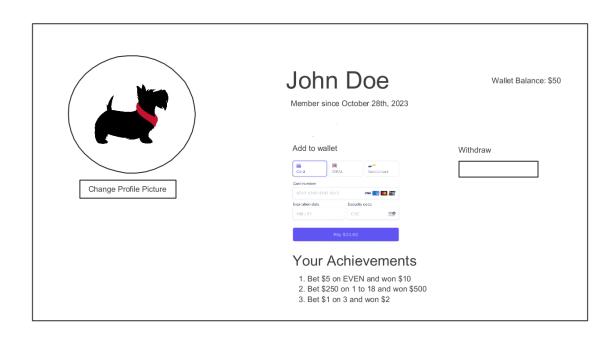
- Enum: Result

# Wireframes / HTML Mock-ups:

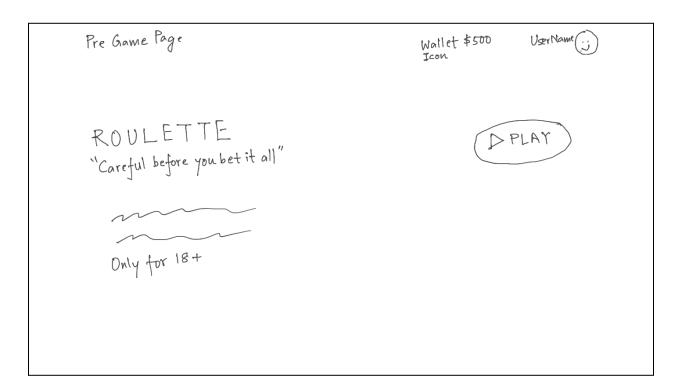
### **Login Page:**



# **User Profile Page:**



### **Pre-Game Page:**



### **Game Page:**

