

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY, GREATER NOIDA

SYNOPSIS

ON

“ROULETTE- (Betting Game)”

BACHELOR OF TECHNOLOGY

COMPUTER SCIENCE AND ENGINEERING

3rd SEM. SESSION (2018-2022)

SUBMITTED TO: SUBMITTED BY:

PROJECT SYNOPSIS ON ROULETTE

* **Introduction**

Roulette, (from French: “small wheel”), gambling game in which players bet on which red or black numbered compartment of a revolving wheel a small ball (spun in the opposite direction) will come to rest within. Bets are placed on a table marked to correspond with the compartments of the wheel. It is played in casinos worldwide. Roulette is a banking game, and all bets are placed against the bank—that is, the house, or the proprietor of the game. As a big-time betting game, it has had its popularity superseded in the United States and the Caribbean islands by others, notably craps, blackjack, and poker. and gambling houses of Europe. During the years 1836 to 1933, roulette was banned in France.

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The roulette table is composed of two sections, the wheel itself and the betting layout, better known as the roulette layout. There are two styles of roulette tables. One has a single betting layout with the roulette wheel at one end, and the other has two layouts with the wheel in the centre. The wheel spins horizontally. The roulette wheel consists of a solid wooden disk slightly convex in shape. Around its rim are metal partitions known as separators or frets, and the compartments or pockets between these are called canoes by roulette croupiers. Thirty-six of these compartments, painted alternately red and black, are numbered nonconsecutively from 1 to 36. On European- style wheels a 37th compartment, painted green, carries the sign 0.

**Language and software used:**

Text Editor: - Visual Studio Code Editor

Interpreter: - Python 3.7.1 64-bit (‘based’: conda)

**System specification:**

Operating System: - Microsoft Windows 10 (1903) Home Basic

Processor: - Intel(R) Core (TM) i5-7200U CPU @ 2.50GHz 2.70GHz

System Type: - 64-bit Operating System, x64-based processor

RAM: - 12 GB

**Python Modules used:**

1. **pygame**: - pygame (the library) is a Free and Open Source python programming language library for making multimedia applications like games built on top of the excellent SDL library. Like SDL, pygame is highly portable and runs on nearly every platform and operating system.
2. **random: -** Python ransom’s randrange () to Get a random number in a range. Python random.randrange() function used to generate the pseudo- random number between the given range of values. For example, you want to generate a random number between 0 to 36 then you can use this function.

**Game Modules:**

1. **Introduction: -** This module contains basic information of game which tells the user about name of the project and how to control the project for switching different modules.
2. **Fetching Data: -** This module contains variables which fetch data i.e. Name of user and Total amount from the user.
3. **First View of Main Module: -** This module contains view of main module with pre-fetched data and 2 new variables is used for fetching data related to betting on ROULETTE i.e. Betting number and Betting Amount and display it to module view.
4. **Working of Main Module: -** This module is working unit of game, which include player’s all data i.e. Name, Total Amount, Betting Number and Betting Amount and a spinning wheel which stops on random number after spinning in decreasing speed.
5. **Result Displaying Module: -** This part of game displays result in display window. Display window shows winning or loosing logo with winning or losing amount along with entire details of the player.
6. **Thanking Page: -** This page contains Thanking message.