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Project Summary Document

What does it do:

Our project is a game modeled after a lottery stand. The player is met with a main menu in which they can choose to purchase a lottery ticket, buy a snack, or play a casino game. All games are text based and give rewards depending on the winnings. When loading the game for the first time, the player is given a balance of $1,000. When exiting the game, the player’s balance is saved to a file named bank.txt and is used as the starting balance when the game is started again.

Each of the four lottery tickets have varying rewards depending on how many digit matches the player scratches. Each of the four snacks cost a small amount of money and when purchased display a message. The three lottery games allow the player to place a wager on the game, giving the player a bigger reward should they win the game against the dealer.

Why did you build it?:

Our initial thought for this project had to be inclusive enough to utilize every aspect of content that we had learned throughout this semester. Initially it just started as a small game simulating the scratch tickets that you can buy at any convenience store or gas station, but then evolved into a much bigger project filled with graphical text, displays, and even simulating casino games such as poker, blackjack and roulette. We ended up wanting to push this project as far as we can and we figured as we were already toeing the line with gambling through the use of lottery tickets: why not just make it something a bit more robust? Overall, our decision didn’t stem from one idea; we went through many different proposals prior to this until we finally decided to use this as our final project’s framework. Obviously from there it evolved into something much bigger.

Citations:

* FancyTextPro. “Big Text Generator | Small Text Generator.” *FancyText Pro*, <https://www.fancytextpro.com/BigTextGenerator/Small>