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Milestone - Project 2

Abstract --
Loteria is a game like bingo. Instead of a board consisting of the letters BINGO and random
numbers the Loteria board has different images and their matching names under each one. Bingo
is mainly used to play with large groups of people. Loteria can be played with as many boards
available in the set or as little as just one more person. There are small balls that are randomly
chosen and yelled out like B-10 and the 10 under the letter B should be filled. Loteria is the is the
same way but there is a deck of cards that correspond to all the possible images on the boards.
There is a narrator that picks a card one by one. Each time that "La Mano" ("the hand") is called
from the deck of cards the place of "La Mano" should be filled. If the number and letter from the
ball or card from the deck is not found on the board nothing is done and your heart rate increases
from the fear of losing.
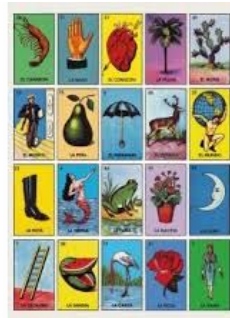
Introduction --
I wanted to try and create my childhood game that I would play with my family at birthday
parties or a late night. Loteria is an underrated game by many because they have never heard of
the game. This game is mainly know by the hispanic culture and is a exciting game to play with
friends and especially competitive family members.

Detailed System Design --
First, a deck would have to be made from the "cards" that would be used. There are 26 cards in
the deck corresponding to the same amount of letters in the alphabet. This was done by creating
an arraylist instead of an array because I want the card to appear and then not put back into the
deck Then the game must create a board one for the user and one for the computer. A method
was created to make another arraylist that has the alphabet as the arraylist elements. A for loop
was created to place a letter into each spot on the board. The boards should be different every
time a new game is played. This is being done by removing each letter from the arraylist that was
used to fill a spot on the board. The boards are randomly filled with one letter per spot on the
board imitating the different images from the physical game.

You should probably create some classes to represent your entities, e.g. Board, Player, etc. with UML diagrams.

A while loop is created to play the game until someone wins. This is where we show the boards, show the "card", remove the "card" from the deck and check if there has been a win from the user or the computer.

Requirements --
The game will detect when the user or the computer win based on if a row or a column is filled. The game should continue until someone wins and there must be a winner.

Literature Survey --
It is a game so there is not much to solve based on other games. There are other games like BINGO that are closest to what I tried to make of my game. They usually work better and at a wider range of people with different platforms like online and by apps.

User Manual --?--
The game should be run and should show who wins. Right now all I managed to figure out is how to create the game but not have a interaction between the user. The are not allowed to figure out if they have the "card" called because the software is doing it itself.

Does it run in the command line?

Conclusion --
The game should simulate the game of Loteria and make a brief and amused game of person vs computer. The person is just categorized as user but not being operated by the user just being used like the computer.

References / Bibliography --
I got a lot of help from my tutor for this class.