

COMP 319B Project Proposal

Team Members:

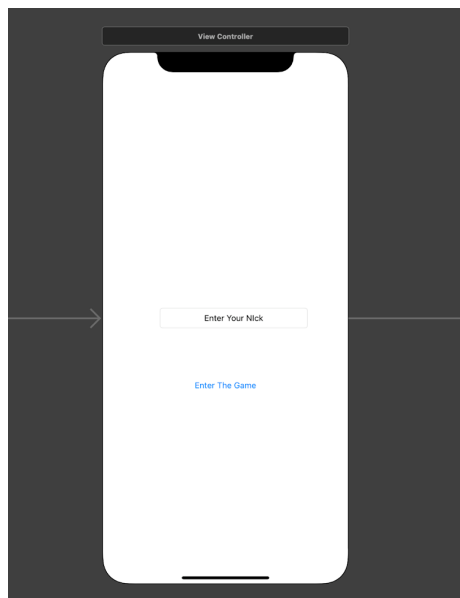
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Project Explanation

In this project, we would like to develop a game of wheel of fortune. Unlike the famous TV show, there will be no word or phrase guessing part. The player will spin the wheel and earn points in terms of money.

Screens

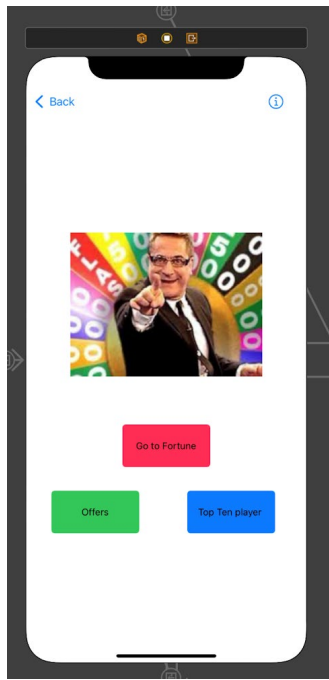
Screen 1



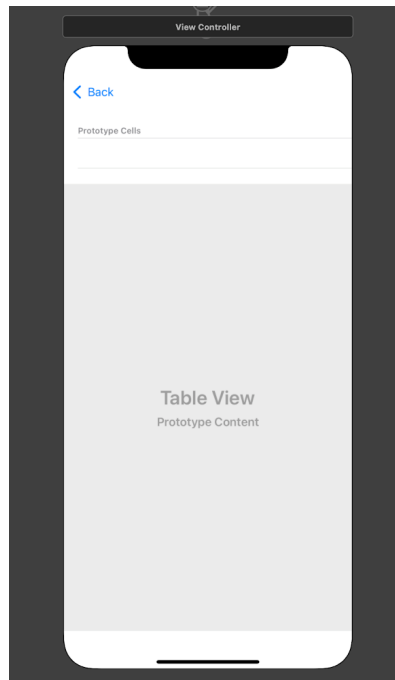
In the first screen, there will be a text field where the user enters their nickname. After the user clicks on “Play the Game” button, a player with the given name will be created and next screen will show up. For the sack of game all the players will get 250\$ at the beginning of the game.

Screens 2, 3 and 4

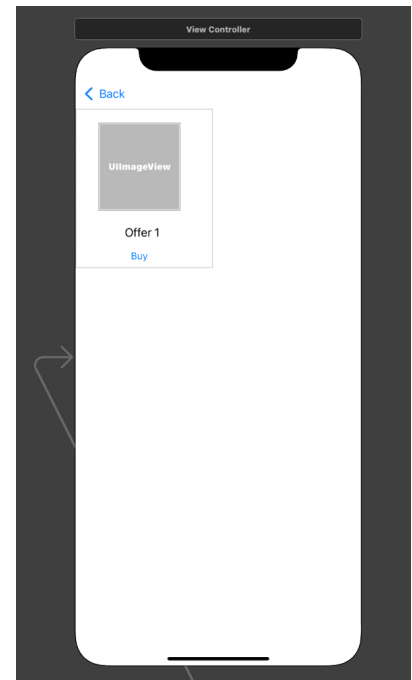
In the second screen, there will be three buttons. “Top Ten Players” button will send the user to the third screen, where there will be a Table View, which shows the top ten players with the highest scores. “Offers” button in the second screen will take the user to the fourth screen where the user can buy “power ups” with in-game currency, which help them score higher in the game. These buy option will use the player’s money in the game. We will not use real money for this project.



Screen 2

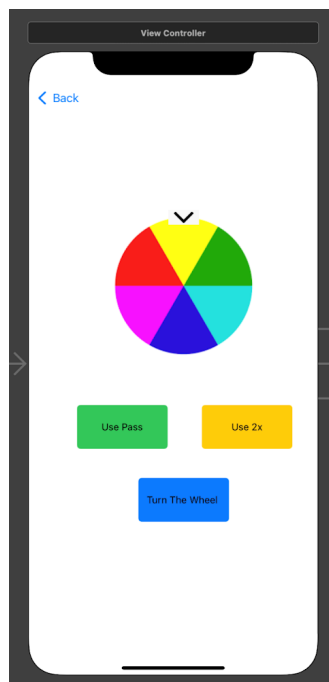


Screen 3

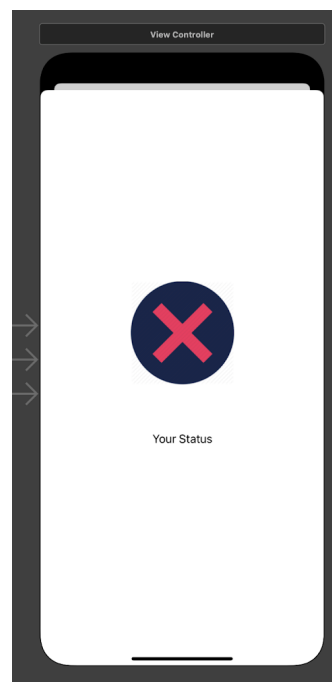


Screen 4

Screens 5 and 6



Screen 5



Screen 6

Screen 5 is where the player actually plays the game. There will be a wheel which the player can rotate by tapping on "Turn the Wheel" button. The game wheel will be consisted of 6 different pies. If the wheel come to green pie the player gets 5x from his/her current money. If blue come the player get 300\$ if dark blue comes the player get \$500. If purple pie come in turn the player loss %30 percentage of current money. If red one comes player will loss all his/her money, and yellow comes the player will loss \$300 dollar. There will be also two

“powers up”. First one is “Use Pass”. When the player presses to button Use Pass, the player will pass the bad options. The 2x duplicates what will come to wheel. To increase risky of the play, the player can only use 2x and pass power-ups before turning wheel.

Screen 6 will show the status of the Player, which means if the player wants to use 2x, but does not have any 2x power ups, the screen will show a warning message. It will show current money and the power-ups player can buy. The game ends when the player loses all of his/her money.