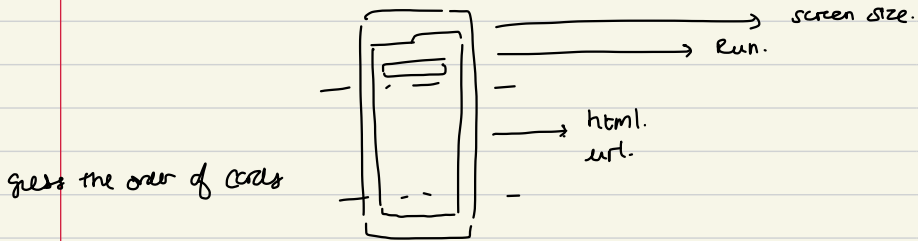


# Tasks

Friday, 22 November 2019 12:45

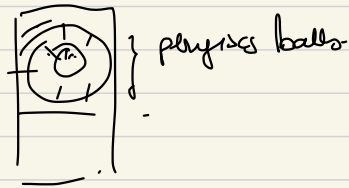
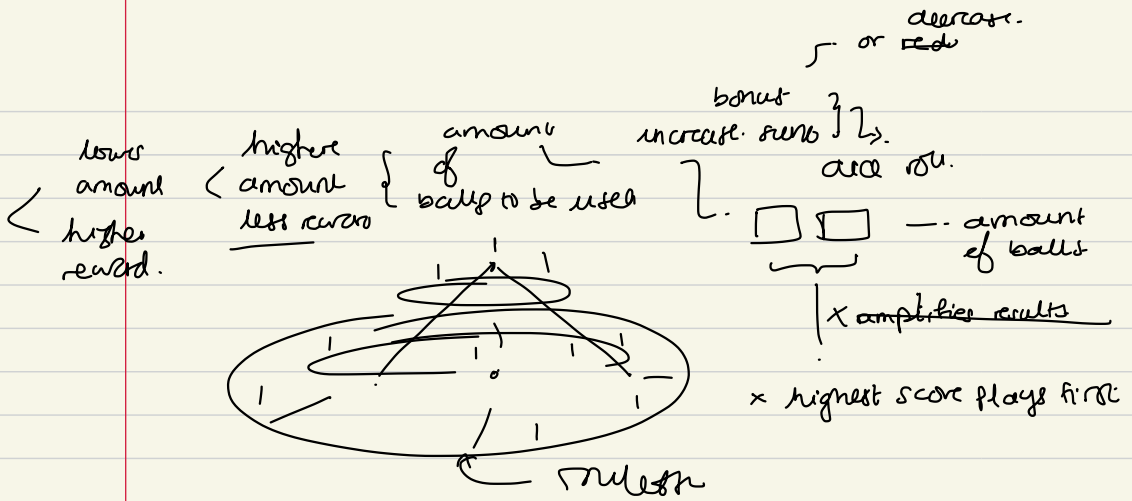
- ☐ Artwork
  - ☐ Theme of game
    - ☐ Comical
    - ☐ Card related
    - ☐ Medieval
  - ☐ Assets
    - ☐ Graphics
      - ☐ Board
        - ☐ Green grass
      - ☐ Cards
        - ☐ Enhance in procreate
      - ☐ Menus
        - ☐ Card layout
        - ☐ Transition like cards in and out
      - ☐ Buttons
        - ☐ Show embossed card symbols on buttons
        - ☐ Before click
        - ☐ After click
      - ☐ Chips for placing bets
    - ☐ Font
      - ☐ Comical vintage type font
    - ☐ Sound
      - ☐ Chips being added
      - ☐ Menu transition
      - ☐ Button press
        - ☐ Bell
      - ☐ Background music
        - ☐ Bar baron medieval
        - ☐ Opensource sounds
- ☐ Pages
  - ☐ Display available chips on user screen
  - ☐ Display Save Score - with username input
  - ☐ Display settings option
    - ☐ Sound on/off
    - ☐ Help
    - ☐ Exit
  - ☐ Loading page
    - ☐ Rotating card with different card after each rotation
  - ☐ Landing page
    - ☐ Menu
      - ☐ Start game
        - ☐ Place bets
        - ☐ Use slider
        - ☐ Indicate chips increasing
          - ☐ Game
            - ☐ Show Cards
            - ☐ Shuffle Cards
            - ☐ Guess position of Cards
            - ☐ Confirm placement
            - ☐ Show outcome
            - ☐ Rotate cards
            - ☐ Show win or lose screen
            - ☐ Indicate winnings or lose
              - ☐ Indicate bonus for all cards received correct received double of initial bet
              - ☐ Indicate no increase if 3 out 4 correct
                - ☐ Chips refunded
              - ☐ Indicate lose if 2 or less correct
                - ☐ Receive less of initial bet
      - ☐ Options
        - ☐ Turn sound on/off
        - ☐ Turn music on/off
      - ☐ High Score
        - ☐ Show games played and recorded score
      - ☐ Help
        - ☐ Summary of the game
          - ☐ Guess placement of cards
          - ☐ Show screenshots of the game and what steps to take
      - ☐ Exit
  - ☐ Data structure
    - ☐ 52 Cards
      - ☐ Types, Name
      - ☐ Based on the deck select 4 at random
    - ☐ Cards initially displayed
    - ☐ Cards Shuffled struct
    - ☐ User: receives same cards displayed on screen
    - ☐ User: new order of their cards after shuffled
    - ☐ Compare cards of new layout to new order of cards from user
    - ☐ Store initial betting amount
      - ☐ Update based on winnings
  - ☐ Test cases
    - ☐ Save data
    - ☐ Win test case
      - ☐ Amount doubled based on initial bet
    - ☐ Pass test case
      - ☐ Amount stays the same to continue playing
    - ☐ Lose test case
      - ☐ Amount decreases

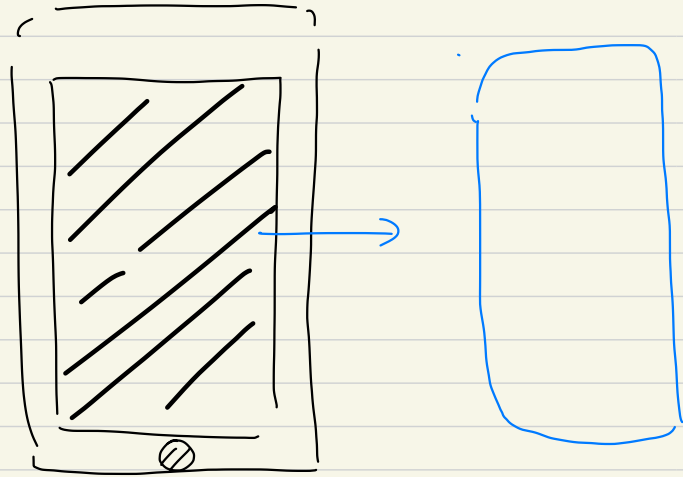
simple "betting layer" for mobile web



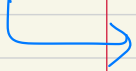
- > how much to start off with : capital
- > scratch card guess the tile : show possible tiles
- > place bets : check amounts
- > if win - gain double amount
- > if lose - check if balance below 0 game over
  - ↳ time delay before showing full nature of card shown  $\sim \frac{1}{3}$  center
  - ↳ sub portion of screen then show all

1. main menu
2. high scores
3. turn sound off/on
4. display game over
5. display win screen.

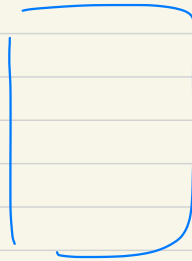
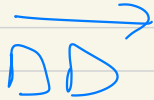




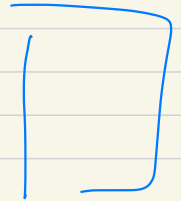
move  
scene



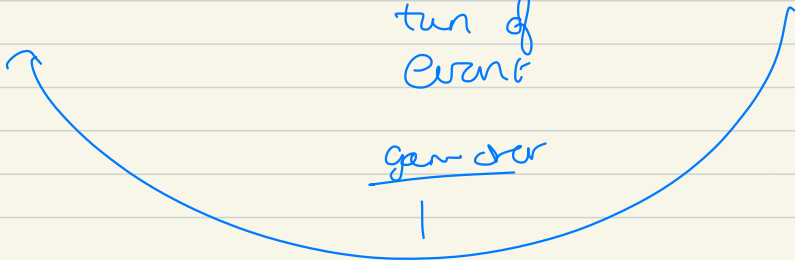
scene



play  
back  
turn of  
event



scene

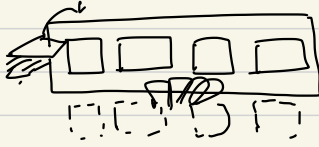


game over

1

guess  
guess the order

place



set

① set 7.  
purchase chips

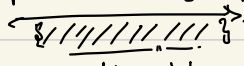
② chips.  
bets.

①  
②

③ shuffle. show cards  
④ turn over cards

④ shift to position.  
place cards

Standard app — harmony app



part / parameters

