Slot Bonus Game

Casino Game Maker, Inc. - Game Development Project

SUU Software Engineering - Fall 2017

Overview

Casino Game Maker is participating with SUU's CSIS department by offering a project for current students to learn Software Engineering principles. The requirements for a Slot Bonus Game development project is being provided by CGM.

Goals

1. Create math files for the bonus game.
2. Create a configuration file.
3. Create a graphical asset package.
4. Create a sound asset package.
5. Create a functional slot machine bonus game for a PC.

Specifications

Using the tools provided by CGM, the students will create a playable slot machine bonus game that will run on a PC. The game will also run on CGM's target platform and will be used as a foundation for future bonus games to be put on a casino floor. The bonus game will be standalone, i.e. not part of a current slot game.

The bonus game will be a simple matching game. The player will select the number of 'picks' they get for the game. The player will then try to match as many items as they can within the selected number of picks. The game will need the following:

- An entrance screen to select the number of picks.
- A configurable amount of different objects displayed on the screen for the player to select.
- An instruction message for the player.
- A reveal sequence to show contents of a selected object.
- Visual representation of current matching objects and their win values.
- Visual representation of the number of picks remaining as well as how many picks have already been used.
- A message at the end of the game clearly stating how much has been won.
- The ability to loop back to the entrance screen at the end of a game.

Tools Needed

Adobe Animate CC

TexturePacker

Notepad++

CGM Libraries and Example Template

Milestones

I. Understand Bonus Game rules.

Gain an understanding of how the game is played and what screens, transitions, and images will be needed. This should include an understanding of how to read in values from the config file.

II. Setup and learning the tools.

Gain an understanding of Adobe Animate CC and the ActionScript programming language. Learn how to use TexturePacker and how it is utilized with the CGM engine. Get familiar with the CGM libraries and engine.

III. Create game engine.

Develop the program that will run the underlying game function and logic. This could include a state machine or event driven approach.

IV. Implement game math.

Create XML math files that are loaded by the game engine.

V. Incorporate graphics and layout.

Develop XML files that work with the engine and Texture Packer.

VI. Incorporate sounds

Develop XML files that work with the engine and map the correct sounds.

VII. Test.

Test all functions and features of the game.

VIII. Document

Document the game functionality and features.

Contact Us

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