Requirements Document

Assets

* Configuration XML file
  + Parameters to define environment, resolution, graphics atlas, etc.
* Graphics
  + Coins
  + Background
  + UI elements (buttons, text, borders, etc.)
* Math XML file
  + Determine probability of each tier of jackpot.
* Sounds
  + Background music
  + Coin ‘shuffle’ sound
  + Coin ‘flip’ sound
  + Button sounds
  + Triumph noise per tier

Functionality

* Core
  + Menu/Selection Screen
    - Allows user to select number of picks.
    - Allows user to select start to begin game.
  + Distribute coins on the screen.
  + Display the coins upon given input.
  + Display ‘pick’ history on the screen.
  + Determine interesting sequence of determined coin picks ahead of time and enforce sequence.
    - Made to be engaging to the player so that the determined tier is not the first set of coins chosen.

*or*

* + Enforce probability of coin pick upon picking.
    - Effectively using a coin by coin basis to reflect the probability distribution.

*or*

* + Keep track of coin tier upon distribution and accurately reflect that with the pick.
    - Then the probability distribution is exerted upon coin distribution in the beginning.

Input

* + Take in mouse input and translate it into screen/local coordinates.
* Output
  + Display
    - Be able to render images and text to the screen in an organized fashion.
    - Be able to manipulate said images and text given desired animations.
  + Sound
    - Be able to activate sound assets upon certain triggers in the game.
    - Be able to stop sound assets upon certain triggers in the game.
* Polish
  + Animation
    - Have animations for the coins flipping.
    - Come up with theme for assets.

Test Cases