Milestone One: Group Project Proposal

1. Casino Management System
2. Group Information
   1. Society of Worth Assessing Gentlemen (SWAG)
      1. Henry Felerski (Team Leader)
         1. Motivates team members and keeps team organized. Also good at programming.
      2. Andrew Gantenbein
         1. Good at programming and debugging code.
      3. Tanner Hoerter
         1. Good at debugging and organizing code.
      4. Sully Cain
         1. Good at analysis, presentation and design.
      5. Chris Reeves
         1. Good at debugging and programming.
3. Topic
   1. Our goal for this system is to try and use the advantages that technology has in order to make gambling at casinos a more fun and fair experience for all parties involved. The system would be split up into three parts:
      1. Gamblers-
         1. Log into tables/slots/other gambling
         2. Allow for future use of electronic payments for buy ins, etc.
      2. Dealers
         1. Login to the table currently being dealt
         2. Allow for notifications only visible to dealers from pit bosses of suspicious activities from gamblers sitting at their tables
      3. Pit Bosses/Casino Management
         1. View all tables and machines at the casinos
         2. Send notifications to dealers of possible suspicious activities
         3. Allow for future tracking of money flow throughout the casino

* 1. We chose this topic because our first project idea was about gambling but was not applicable to the class. So we reformatted it/related our new program to it.

1. Similar Existing Projects
   1. There are numerous different casino management software systems on the market, such as Agilysys that offer software with a large amount of features
   2. Our software would be different from other top competitors because we would offer a feature that would be able to track suspicious activity of gamblers so that casino management would be able those gamblers from costing the casino tons of money.
2. The iterative-and-incremental life cycle model would be used to slow build our casino software. We would build the system in multiple different versions, each version having more additional features that the previous ones. For example, our first version would only have basic login features for each table for dealers and gamblers so that pit bosses could track who is at what table and what machine. Then, in future versions, we could add more features such as electronic storage of money and chips so that it is easier to spend for the gamblers and easier for the casino management to track the spending habits of each of their customers.
3. We will meet Mondays/Fridays at 4:00 PM and Tuesdays/Thursdays at 3:00 PM, with 8:00 AM every day and weekends in case more time is needed.