

Assignment 6

Develop a Roulette Game for Android

About Roulette game: Roulette is a casino game with a wheel having numbers from 0 to 36. In the Roulette Game, players may choose to place bets on either a single number, various groupings of numbers, red or black colors, whether the number is odd or even, or if the numbers are high (between 19 and 36) or low (between 1 and 18). Then, a croupier spins the wheel in one direction and a little ball in the opposite direction. When the wheel stops, we look at the position of the ball on the sectors of the wheel. After that, the croupier pay players if they won their bets according some rules.

Design of GUI should have the following views:

- A *TextView* to display the result of the wheel's spin
- A *Button* to spin the wheel
- An *ImageView* to display the wheel which will be represented by image as shown in Figure 1.
- An *ImageView* to display a triangle (shown in Figure 2) pointing to the sector of the wheel where the ball has stopped. So, we won't use a real ball spinning on the wheel here.



Figure 1: Wheel used for our Roulette Game

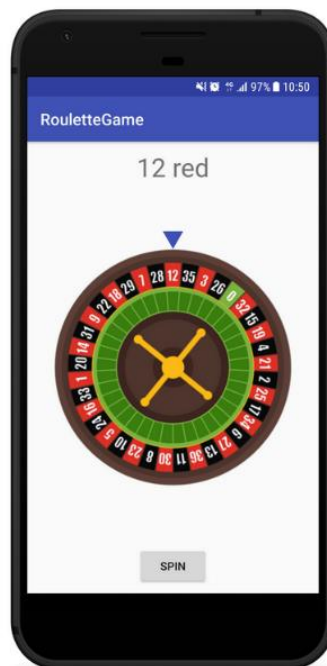


Figure 2: Pointer for our Roulette Game

Expected Output: Once the application is launched, you will have the following starting screen:



Click on the spin button, and the wheel will spin. When the wheel stops, your application should show the value of sector pointed by triangle as shown in the following image.



Hint: To rotate wheel, you can use Android Animation API available in the standard SDK, Butter Knife library or any other packages depending on implementation language.