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Dice Game—The Greedy Dice

ENG006 Group Project Proposal

University of California, Davis

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Group Name: Eckert

Group Members: Hengze Ye, Yueyao Guo, Yuqing Wang, Jiaqi Deng

Project Overview

The aim of this project is to create an online dice game that is implemented by MATLAB. The dice game we are going to implement is called "The Greedy Dice" which was invented by Hengze Ye. For this project, we have divided the tasks into 4 parts, including main program coding, GUI & animation design, sound & remote player design, and making a youtube video at last. Each has been delegated to a person specifically. And each member is supposed to finish their assigned task within the timeline and help others if they are available.

Game Introduction:

The Greedy Dice is both a push-your-luck game and a strategic game in which the objective is to be the first player to hit 50 points exactly. The play is passed back and forth as players attempt to gather more points by rolling more times while evaluating if the risk of rolling a number not bigger than the last roll

and losing all unbanked points is worth the lure of getting a greater number. In the early stage, each player makes strategic decisions and tries to reach 50 points as fast as they can. And in the later game, they use their luck to hit 50 points exactly so that they can be the winner. However, this is not a pure luck game as the player who gets close to 50 points first has more chances to win.

Game Rules

1. The game is played with one dice and at least two players. A player starts his turn by rolling the dice. Then he can decide whether to stop rolling and bank the points earned this turn to his total points or keep rolling to earn more points for this turn.

2. If the rolled number appears to be bigger than the last number rolled, the player can choose to keep rolling or bank his points and finish this turn safely. Otherwise, he loses all of his points earned this turn and ends his turn.

3. The goal of this game is to be the first one who hits 50 points exactly. By "exactly", it means that whenever a player earns more than 50 points, the extra points will be deducted from 50 points. Therefore, he has to continue until hitting 50 points exactly. For example, if a player ends his turn with 54 points, his actual points would be 50-4=46 points after this turn.

Appendix

1. Task Division

Hengze Ye: Main Program

Yueyao Guo: GUI & Animation

Yuqing Wang: Sound & Remote

Jiaqi Deng: Youtube Video

2. Gantt Chart

GROUP PROJECT: DICE GAME

Group name: Eckert

| Project Due: | Fri, 12/3/2021 |
| Display Week: | 1 |

TASK	ASSIGNED TO	PROGRESS	START	END	Nov 15, 2021							Nov 22, 2021							Nov 29, 2021						
					15 M	16 T	17 W	18 T	19 F	20 S	21 S	22 M	23 T	24 W	25 T	26 F	27 S	28 S	29 M	30 T	1 W	2 T	3 F	4 S	5 S
Part 1: Project Proposal																									
Assign task	Hengze Ye	100%	11/17/21	11/17/21																					
Determine special features	all member	100%	11/17/21	11/17/21																					
Draw Gantt chart	Yueyao Guo	25%	11/17/21	11/17/21																					
Part 2: Main Program Coding																									
Core coding	Hengze Ye	0%	11/17/21	11/29/21																					
Special features coding	Hengze Ye	0%	11/17/21	11/29/21																					
Part 3: GUI & Animation Design																									
Basic GUI	Yueyao Guo	0%	11/17/21	11/17/21																					
Animations	Yueyao Guo	0%	11/17/21	11/17/21																					
Part 4: Sound & Remote Player Design																									
Sounds	Yuqing Wang	0%	11/17/21	11/29/21																					
Player design	Yuqing Wang	0%	11/17/21	11/29/21																					
Part 5: Making Youtube Video																									
Making video	Jiaqi Deng	0%	11/17/21	12/3/21																					
Add ads	Jiaqi Deng	0%	11/17/21	12/3/21																					

Design View