

Project Charter

Team 12

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1. Problem statement:

- a. There are certainly many individual casino based games on the market which only support one type of casino game. However we are setting out to make an entire casino in a single application which offers users multiple games that you would find in a casino. The application will allow users to move easily between games, and offer a plethora of games to meet all of our player's interests.

2. Objectives:

- a. Design visually pleasing UI all across the site.
- b. Implement virtual poker games, including Jacks high, 5-card draw, and (time permitting) texas hold'em.
- c. Implement a blackjack game.
- d. Develop visually pleasing animations for dealing cards.
- e. Develop a save game functionality.
- f. Design a credit system which is cross-compatible with all game types, this will track the user's winnings or losses.
- g. Design an in-depth user help form.
- h. Time permitting: Implement table games such as roulette and craps.
- i. Time permitting: Port the application to also be available to play in a web browser.

3. Stakeholders:

- a. The Developers: We are aiming to create a high quality product in a short period of time and are investing our time and energy into this project.
- b. The Users: They want to experience a real casino feel which includes many of the popular casino games, that is bug free and engaging to play.
- c. Project manager: Austin Dewey
- d. Project Owners: Austin Dewey, Joseph Nathan, Joseph Landis, Steven Motherwell, Stephen Kramer

4. Deliverables:

- a. A complete casino application with multiple casino games, comfortable UI, and player accounts that will allow the user to track credits and bet when playing the casino games. (Technologies: C#)