**White Lily Casino - Next Steps**

White Lily Casino was a fun project to take on. I definitely do not intend to stop working on this as I see lots of potential in developing my skills as a programmer in completing this project. The overall idea and thinking behind this project was very broad so there are many things that I’d still like to implement that time unfortunately did not allow. These things include

* The Scenario option
* Three-card monte
* Over or Under
* Odd or Even
* Slot Machines

In addition to these, there are a few logistical tweaks I’d like to make. For example, if you were to play a game of Blackjack, you cannot exit mid-game by exiting out of the window or pressing the exit button. However, you **can** simply minimize the window and press **Back ->** on the games menu and exit out of the main menu. I’d add a mouselistener so that the buttons would light up when hovered over, implement animation so that when the dealer hits for Blackjack there is a smooth animation with delay, add a debt collector feature that forces you to repay n% of a debt after x amount of games played, and add features like win-loss ratio, richest / poorest player, and personalized graphs that show how the player got to where they currently are money wise from the time they registered.(Win-streaks, lose-streaks and all fluctuation of money included)

After all of this has been implemented correctly and sophisticatedly, I would like to rewrite this game in Unity, so I can dust off my 3d-modelling skills and develop them further. I won’t go further in depth as to what my plans are in Unity because they could easily take up another 5 pages, but I’m really looking forward to completing White Lily Casino and making it available for others to play. I’ve allowed friends to play with it and the response has been overall very well so I think I will end up releasing it for public-use.