

EECS 581: Software Engineering II

Due Date: November 9, 2025

Project Name: **Code-sino**

Group Members: Alex Carillo, Zhang Chen, Jack Morice, Evan Zhuo, Ian Foehrweiser

Group 21 Sprint 2 Requirement Artifact

Requirement Artifact Type: User Story

[Main Menu Page]

Users can select a new button titled “Bank Store” that takes the user to the bank store webpage.

Main menu page displays the currency amount that the user currently has.

[Bank Store]

Users can see the title of the bank store on the webpage.

Bank store page will display the current amount that the user currently has.

Users can click a button “Bail me out!” that will increment that bail out counter and refund the currency

Users have a back button that will return to the main menu page.

[Baccarat]

Users can see the currency amount that the user currently has.

Users can see the payout rate for player win, tie, and banker win.

The DEAL button will display an alert for an invalid bet.

[Blackjack]

Users can enter a bet. The dealer and the player will draw two cards when the ‘deal’ button is pressed.

The User can hit the ‘hit’ button to add a card, ‘stand’ button to keep hand, and ‘double’ button to double the bet if hand is less than 3.

The Dealer’s hand will reveal if the ‘stand’ button is hit or if the user bust by going over 21.

Users can see if they win or not and the currency will double if the user wins against the dealer and the bet will be lost if user bust or dealer has the better hand.

There is a display for the calculated hand score and a display for current currency.

There is a reset button to start a new game.

[Crash]

There is a display for the current currency

Users have a text input for entering auto cash out that accepts only numbers

Users can hit the ‘Start Game’ button which will increment the multiplier.

Users can hit the ‘Cash Out’ button to see the cash out multiplier and the currency.

Users can hit the ‘Reset’ button to reset the multiplier.

[Picture Poker]

Users can see the 5 cards faced down for the dealer and the 5 cards for the user faced up.

Users can select up to 0-5 cards to discard. The selected card will be highlighted in red and hovering.

After clicking the discard button, the users hand will be sorted and the dealers hand will be sorted and flipped over.

[Ride the Bus]

Users can place bet by entering a number into the text input.

Users can click ‘start game’ to begin ‘guess the color’. If the user guesses right, the user will enter round 2. Else, the user will lose.

The user will be in round 2: higher or lower. The program will determine if the next card is greater than or less than the displayed card. If the user is correct, the user will be moved to the next round: higher or lower or between.

The user will be in round 3: higher, lower, or between. If the user is correct, the user will be moved to the next round: guess the suit.

The user can early exit in round 1 or 2 after guessing correctly.

The drawn card will be shown at the middle bottom of the web page.