**BUSINESS REQUIREMENT DOCUMENT**

**DEAL OR NO DEAL**

As many are aware of, Deal or No Deal is a famous game show which gives its contestants an opportunity to take home up to a million dollars. It has been on air for a few years now, and is undeniably a captivating game to play, watch, and…oh well, create!

RULES OF THE GAME:

1. This game consists of two foremost personas, namely, the Player and the Banker.
2. There are 26 cases, each hiding an amount ranging from $0.01 - $1,000,000.
3. The Player gets to choose one of the 26 cases at the beginning of the game, and then gets to open a fixed number of cases per round.
4. There is a game board that displays the amounts that the cases hold and keeps track of the opened cases.
5. Each time the Player opens a case, the amount held by that case is eliminated from the game board, and thus, from the game.
6. The aim of the Player is to take home as huge of an amount as possible. But, the Banker has different plans.
7. The Banker is the one that offers an amount to the Player after every round to buy the Player’s chosen case in as little as possible. His offers depend on the cases opened by the Player in each round.
8. The Player can then either accept or reject the offer presented by the Banker – Deal or No Deal!
9. The game ends if the Player decides to take the deal, which he then gets to take home.
10. In an event the Player rejects the offer, the game continues until the Player either accepts another offer, or is down to 2 cases – in which instance he takes home the amount that his chosen case contains.
11. The game has 11 rounds – the Player must open 6 cases in the first round, 5 in the second, 4 in the third, and so on, until he reaches a stage where he must open just one case per round, for the next 6 rounds. The Player can decide to take the deal presented by the Banker and quit the game at any time after his first round.
12. The game also involves supporting characters including the Host, the friends and/or family members of the Player, the models handling the cases, and the audience, who cheer on the Player and mock the Banker, keeping the atmosphere lively.

We want to develop a digital version of this game where the Banker is a computer algorithm that produces as small of an offer as possible in accordance to the historical data of the game and the user is the Player who can play the game to win as huge of an amount as possible.