

Android Application



Double Six Overview-

Double Six is a Gaming Application enabling players from around the world to experience a real time dice toss on their mobile devices. Players can connect and place bets for the highest roll of the dice. Players are then rewarded based on their scores in relation to other players' scores.



Application Sleek UI Design - Tabbed Layout

- Tabs organize and allow navigation between groups of content that are related and at the same level of hierarchy.
- Each tab contains content that is distinct from other tabs. The tabs in Double Six present different sections of the app; Lobby, Wallet and Miner.
- For a fluid, crisp and user friendly interface, Double Six Tab Labels are short and to the point with icons.





Application Sleek UI Design - Tabbed Layout

 Double Six Uses the MaterializeCSS framework to achieve Google's material design with its predefined app components such as tabs.

```
<div class="row">
   <div class="col s12">
    class="tab col s3"><a href="#test1">Test 1</a>
      <a class="active" href="#test2">Test 2</a>
      <a href="#test3">Disabled Tab</a>
      class="tab col s3"><a href="#test4">Test 4</a>
    </div>
   <div id="test1" class="col s12">Test 1</div>
   <div id="test2" class="col s12">Test 2</div>
   <div id="test3" class="col s12">Test 3</div>
   <div id="test4" class="col s12">Test 4</div>
 </div>
```



DS

Layered Architecture





Requirements and Configuration

- Android OS
- Minimum Android Version:
 4.4(KitKat) API level 19.
- Requires Internet connection
- Requires email set up for user verification.
- PayPal account





Deployment Environment



Google Play Store Overview

• The number of available apps in the Google play Store was most recently placed at 2.6 million apps in December 2018 after surpassing 1 million apps in July 2013. Google play was originally launched in October 2008 under the name Android Market. As of July 2018, the top grossing Android apps worldwide included gaming apps such as Pokémon Go and Candy Crush Saga. With Gaming being Double Six' Main Category and Casino it's sub- category we aim to attract Android Smartphone Users from all over the world. This app is a free to download app and rely on monetization via in-game purchases and advertisements.

Google Play Developer Policy Centre

- Double Six and all its affiliates will abide by all the rules and regulations defined under the Google Developer Policy Centre.
- https://play.google.com/about/restricte d-content/gambling/gambling-ads/



Deployment Environment Google Play Developer Policy Centre

Gambling Apps

(Currently permitted in the UK, Ireland, and France only)

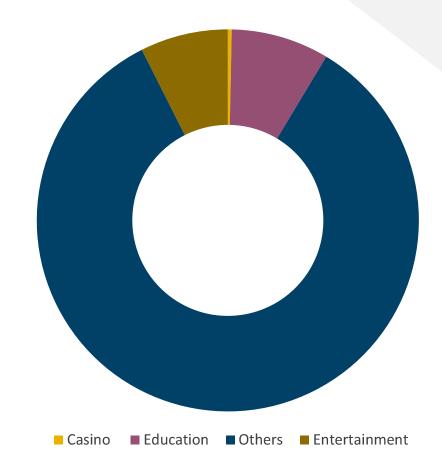
We allow content and services that facilitate online gambling, as long as they meet the following requirements:

- Developer must successfully complete the application process in order to distribute the app on Play;
- App must comply with all applicable laws and industry standards for any country in which it is distributed;
- · Developer must have a valid gambling license for each country in which the app is distributed;
- App must prevent under-age users from gambling in the app;
- App must prevent use from countries not covered by the developer-provided gambling license;
- App must NOT be purchasable as a paid app on Google Play, nor use Google Play In-app Billing;
- App must be free to download and install from the Store;
- App must be rated AO (Adult Only) or IARC equivalent; and
- App and its app listing must clearly display information about responsible gambling.

For all other locations, we don't allow content or services that facilitate online gambling, including, but not limited to, online casinos, sports betting and lotteries, and games of skill that offer prizes of cash or other value.



Of the 2.6 million apps in the play store, 0.33% belong to the Casino category, 8.29% belong to the Education category and 7.43% percent belong to the Entertainment category. Other categories include Business, Lifestyle, Tools, Personalization etc. Double Six will be deployed in the Casino category adding to the 8,580 apps which make up that category.





Source Code for Rolling Dice

```
const rolldice = function(){
   $.ajax({
        "url": serverDomain+"roll",
       "type": "post",
       "data": {
           "sess_id": localStorage["sess_id"],
           "sess_tkn": localStorage["sess_tkn"]
        "success": function(response){
           var diceroll = JSON.parse(response);
           try(
                if(typeof(diceroll) != "boolean"){
                    if(dicerol1[0] == "0" || dicerol1[1] == 0){
                        $($(".dicesRolled")[0]).attr("src", "img/dice0.png");
                        $($(".dicesRolled")[0]).attr("src", "img/dice0.png");
                    else(
                        $($(".dicesRolled")[0]).attr("src", "img/dice"+String(diceroll[0])+".png");
                        $($(".dicesRolled")[1]).attr("src", "img/dice"+String(diceroll[1])+".png");
                    $($(".playerScoreContainer")[x]).html(dicerol1[0]+dicerol1[1]);
                    for(var x = 0; x < $(".dicesRolled").length; x++){</pre>
                        if(s(s(".dicesRolled")[x]).attr("src") == "" || s(s(".dicesRolled")[x]).attr("src") == "img/dice0.png"){}
```



Source Code for Rolling Dice Cont'd

```
for(var x = 0; x < $(".dicesRolled").length; x++){</pre>
                if($($(".dicesRolled")[x]).attr("src") == "" || $($(".dicesRolled")[x]).attr("src") == "img/dice0.png"){
                    $($(".dicesRolled")[x]).toggle(false);
               else(
                    $($(".dicesRolled")[x]).toggle(true);
   catch(err){
       $($(".dicesRolled")[0]).attr("src", "img/dice0.png");
       $($(".dicesRolled")[1]).attr("src", "img/dice0.png");
"error": function (x, y, z) {
   toastMessageBottomShort("Please enable internet connectivity");
```



Source Code for Verifying User Session

```
const checkSession = function(){
   return new Promise(function(resolve, reject){
        $.ajax({
            "url": serverDomain+"checksession",
            "type": "post",
            "data": {
                "sess_id": localStorage["sess_id"],
                "sess_tkn": localStorage["sess_tkn"]
            "success": function(response){
                resolve(JSON.parse(response));
            "error": function (x, y, Z) {
                toastMessageBottomShort("Could not connect to server");
                resolve(false);
            timeout: 5000
        });
```

Double Six Demo



