# Project Proposal

## Texas Hold'em Casino

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# Requirement:

Client needs a Texas Hold'em casino game. With everything done by the developers including graphics, assets, development and all other materials required to complete the game.

# Platform Required:

Android and IOS Mobile Applications.

# Game Scope:

**BOOST POKER TOURNAMENT** – A tournament where you spin the reel for a chance of winning 15 billion chips! Boost your balance with this incredibly exciting game!

• **SPECIAL MODES** – Play with a twist: make super combinations with jokers, peek at your opponent's cards, play high cards only, get pocket pairs and much more!

• **MTT TOURNAMENTS** – The most popular offline tournaments are now available online! Defeat lots of worthy competitors at several tables to reach the final table!

• **TOURNAMENTS** – Participate in weekly Sit'n'Go tournaments, where you can WIN unique trophies or millions of chips and top our Leaderboard!

• **CASINO GAMES** – Enjoy a variety of casino games. Play blackjack, Omaha poker, roulette, baccarat—all in one application!

• **FAIR PLAY GUARANTEED** – All our games use a Random Number Generator (RNG) and are certified by independent experts. We guarantee the best and fairest experience!

• **CHAT WITH OTHER PLAYERS** – Have even more fun at the casino tables with our convenient in-game chat, instant messenger and animated emoji. Discuss the hands played or share your emotions with your poker opponents and friends!

• **REFERRAL SYSTEM** – Invite your friends to play, everyone will get a reward!

• **BUILD YOUR PROFILE** – Share your successes with friends. Show off how many games you've played, your biggest wins, level, card collections, achievements, property and trophies!

• **EASY LEARN TO PLAY** – Are you new to poker but always wanted to try it? Our simple-to-follow tutorial mode will help you take the first steps.

• **NO REGISTRATION** – Get straight into the action. Choose guest mode to use our free casino app without registering.

• **SINGLE ACCOUNT** – Play on different devices. Choose the authorization method that works best for you and start playing poker right away for free!

# Project Milestones:

1. Game Understanding
2. Front End
3. Structure
4. Animations
5. Backend
6. Testing

Milestones Breakdown:

1. Game Flow:
   - **First week**

| Tasks | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 |
|-------|-------|-------|-------|-------|-------|
| **Game Understanding** | Understanding the game functions and its features completely | | | | |
| **Project Settings** | | Setting up the project in our timeline | | | |
| **Task Assigning** | | | Breaking the game modules and assigning the tasks | | |
| **Feedback** | | | | Taking feedback from the team | |
| | | | | | Getting ready for fresh start |

2. Front End:
   - **Second week**

| Tasks | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 |
|-------|-------|-------|-------|-------|-------|
| **Game User Interface (UI)** | Start designing the game assets | Following day 1 | Following day 2 | Following day 3 | Following day 4 |

   - **Third week**

| Tasks | Day 6 | Day 7 | Day 8 | Day 9 | Day 10 |
|-------|-------|-------|-------|-------|--------|
| **Game User Interface (UI)** | Following day 5 | Following day 6 | Following day 7 | Following day 8 | |
| **UI Approval from client** | | | | | UI will be delivered to the client and will get |

| | | | | | approval 3 days of time to check and mark as good. (Including off days). |
|---|---|---|---|---|---|
| | | | | | |

- **Fourth week**

| Tasks | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 |
|---|---|---|---|---|---|
| **Character Designing** | Start designing the game characters | Following day 1 | Following day 2 | | |
| **Game Screens** | | | | Design the game screens | Following day 4 |

- **Fifth week**

| Tasks | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 |
|---|---|---|---|---|---|
| **Game Screens** | Following day 5 | | | | |
| **Animations** | | Creating Animations and Transitions | Following day 2 | Following day 3 | Following day 4 |

3. Structure:

- **Sixth week**

| Tasks | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 |
|---|---|---|---|---|---|
| **Buttons** | Implementation of all buttons in the game | | | | |
| **Prototype of the Game** | | Linking the buttons and UI screens to make a smooth game flow | Following day 2 | | |
| **Navigation** | | | | Developing the navigations among all screens | |

| | | | | | Game will be sent to the client for the approval of the work so far |
|---|---|---|---|---|---|
| **Game Structure Testing** | | | | | Game will be sent to the client for the approval of the work so far |

## 4. Animations:

- **Seventh week**

| Tasks | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 |
|---|---|---|---|---|---|
| **Character Animations** | Implementation of the characters animation done In 5<sup>th</sup> week. | Following day 1 | Following day 2 | | |
| **Layout Transitions** | | | | Adding some transitions to the game to give an elegant look | Following day 4 |

## 5. Backend:

- **Eighth week**

| Tasks | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 |
|---|---|---|---|---|---|
| **Game logic** | Creating and developing the game logic of the game. | Following day 1 | Following day 2 | Following day 3 | Following day 4 |

- **Ninth week**

| Tasks | Day 6 | Day 7 | Day 8 | Day 9 | Day 10 |
|---|---|---|---|---|---|
| **Game logic** | Following day 5 | Following day 6 | Following day 7 | Following day 8 | Following day 9 |

- **Tenth week**

| Tasks | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 |
|---|---|---|---|---|---|
| **Features** | Start Creating and developing the game features and integrate in game. | Following day 1 | Following day 2 | Following day 3 | Following day 4 |

- **Eleventh week**

| Tasks | Day 6 | Day 7 | Day 8 | Day 9 | Day 10 |
|---|---|---|---|---|---|
| **Features** | Following day 5 | Following day 6 | Following day 7 | Following day 8 | Following day 9 |

- **Twelfths week**

| Tasks | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 |
|---|---|---|---|---|---|
| **API Integration** | Integration of required APIs into the game | Following day 2 | | | |
| **Server management** | | | Manage all personal server needs | Following day 3 | |
| **Payment Methods Integration** | | | | | Adding All Payment methods |

6. Testing:

- **Thirteenth week**

| Tasks | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 |
|---|---|---|---|---|---|
| **Unit Testing** | Start testing of each component of the game | Following day 1 | Getting feedback and resolve issues if found any | Following day 3 | Following day 4 |

- **Fourteenth week**

| Tasks | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 |
|---|---|---|---|---|---|
| **Integration Testing** | Start testing of each Integrated components | Following day 1 | Getting feedback and resolve issues if found any | Following day 3 | Following day 4 |

After manual testing then the whole application will be built for Android phone and will be send to the Client for approval and client will have 5 working days to test and get feedback to the developers. All issues will be resolved immediately.

Total time estimated for this Texas Hold'em Casino game is 14 Weeks.

## Project Milestones:

Total Project cost is **12000 Usd** and to start project **20%** of the total amount will be up fronted. **2200 Usd** will be up front to the developers to start the work.

| Milestones | Amount | Total Cost |
|---|---|---|
| Game Flow Front End | 1800 usd | |
| Structure Animation | 2000 usd | |
| Backend | 4000 usd | |
| Testing | 2000 usd | |
| Total Amount | | 12000 usd |

## Note:

All payments will be carried out Via **Payoneer** (international virtual payment method for funds transfer). All requested payments must be invoiced with 3 working days. If any issue occur regarding the payment then client must inform the developers. In other case Work will be stopped and no refund will be given. Payment details will be given upon the approval of the proposal.

## Client Responsibilities:

Client is responsible to provide all the third parties APIs (paid/unpaid). Anything that belongs to client property will be bear by the client. All accounts, content and server hosting will be provide by client.

## Security Contract:

It is declared here that if the development team does not finish the game then developers will be liable of refunding 50% of the invoiced amount to the client within 5 working days. And if Work is completed more than 90% then no amount will be refunded to the client. And if client leave the project in the middle then all the assets and other stuff will become the sole property of the Fajar Technologies.