

## Group 2

### Project Title: Mine Game

**List of team members:** Jared Obispo, Ronald Chomnou

**General Description of the app:** A mine game with a 5x6 ish grid that all start out a specific color like green. The user will have to tap on a block to see if there's a mine hidden underneath.

To begin the game, the user will need to select a profile to use. If it's a new profile, the user will start with \$100 (or points), which will be used to "gamble" with. When creating a profile, the user will have to set a password associated with that chosen profile and it will be needed for anyone to access that profile. The user then will select how many mines they want in the game. The more mines, the more the user will get back if they win. For example, if the user wants 3 mines to be in the game and the user puts in \$10, the user will have to hit 27 squares that are not mines to win, possibly 3x the money they put in, meaning they win \$30, a total return of \$40. If they hit a mine, the user will have the chance to have one redemption game where they have the chance to stay in the game by reaching the end of the maze before the time runs out. If the user can't reach the end of the maze before the time runs out, the game is over and money is lost. If the user reaches the end of the Maze before the timer is over then the user will restart the game from the beginning and will retain the original sum of money they had in the beginning of the game. A database will be used to store user profile information such as name and money. This database will be stored on a server so your profile can be accessed on any device.

There will be a leaderboard tab where you can see everyone's rankings for the game and it will be based on which user has the most amount of money in their account. Before selecting the user profile, we will have a leaderboard button that opens up another page with the leaderboard tab.

There will also be haptic feedback. A little buzz when a square clicked on. A longer buzz when a mine has been revealed.

### **Minimal Goals:**

- Create a 5x6 grid with the color green.
- Create a mine when selected block contains hidden mine
- Create user profile
- Create database to store information
- Create a user wallet that stores their money

### **Stretch goals:**

- Changing the amount of mines in the grid
- Creating an algorithm to calculate return based on amount of mines in the grid
- Adding redemption game when first mine is revealed

### **Milestone 1:**

Complete main menu

- Add game title
- Add selection of profile, if click, empty new page pops up
- Create database (online)

### **Milestone 2:**

- Create grid (5X6)
- Create grid functionality (if clicked, shows whats underneath)
- Add mine if clicked on
- If mine clicked on, game over
- Add user wallet
- Add haptic feedback

### **Milestone 3:**

- Add option to change amount of mines currently in grid
- Add algorithm that gives user money depending on the amount of mines in grid and if they won
- Add redemption game after first mine is revealed.

Final Submission:

Everything completed and app running smoothly.