

Steps::

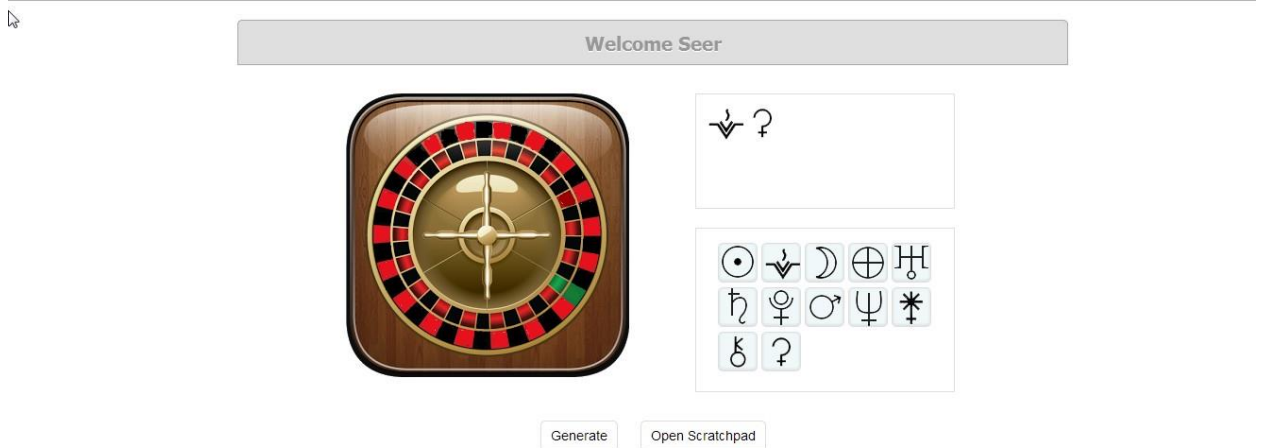
1. A login and signup page will be there.
2. Then there will be a start page, after clicking on start the game will start in following manner::



- 3.
4. Two players will be chosen at random and will be paired up. So at an instant there will be even number of players. If there are odd number of players, then anyone of them will be shown a waiting message.
5. One player will be declared as Seer and the other as Gambler. **Both of them should not get to know about each other's identity.**
6. Every player will be assigned a random fixed phased angle of rotation, whose use is explained later.

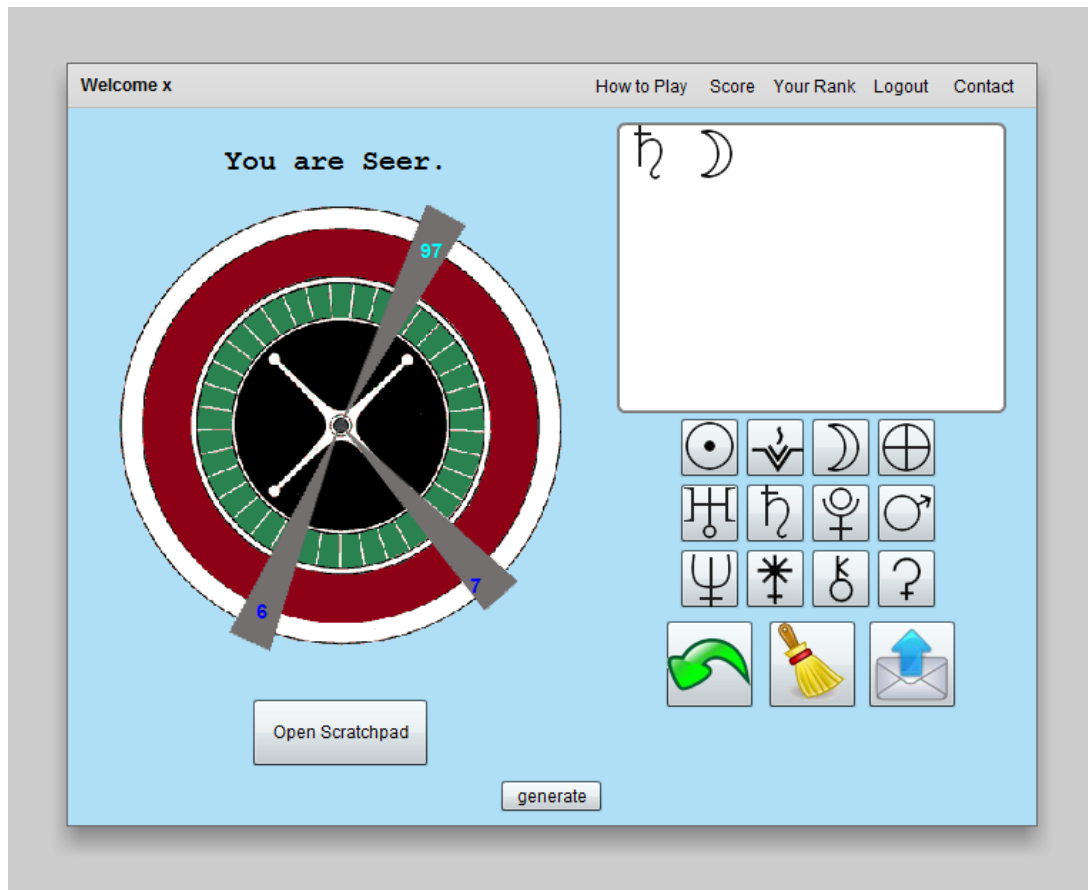
The Game

1. After clicking on start button, one player will be seer and other will be gambler. Page will be something like shown below..
- 2.



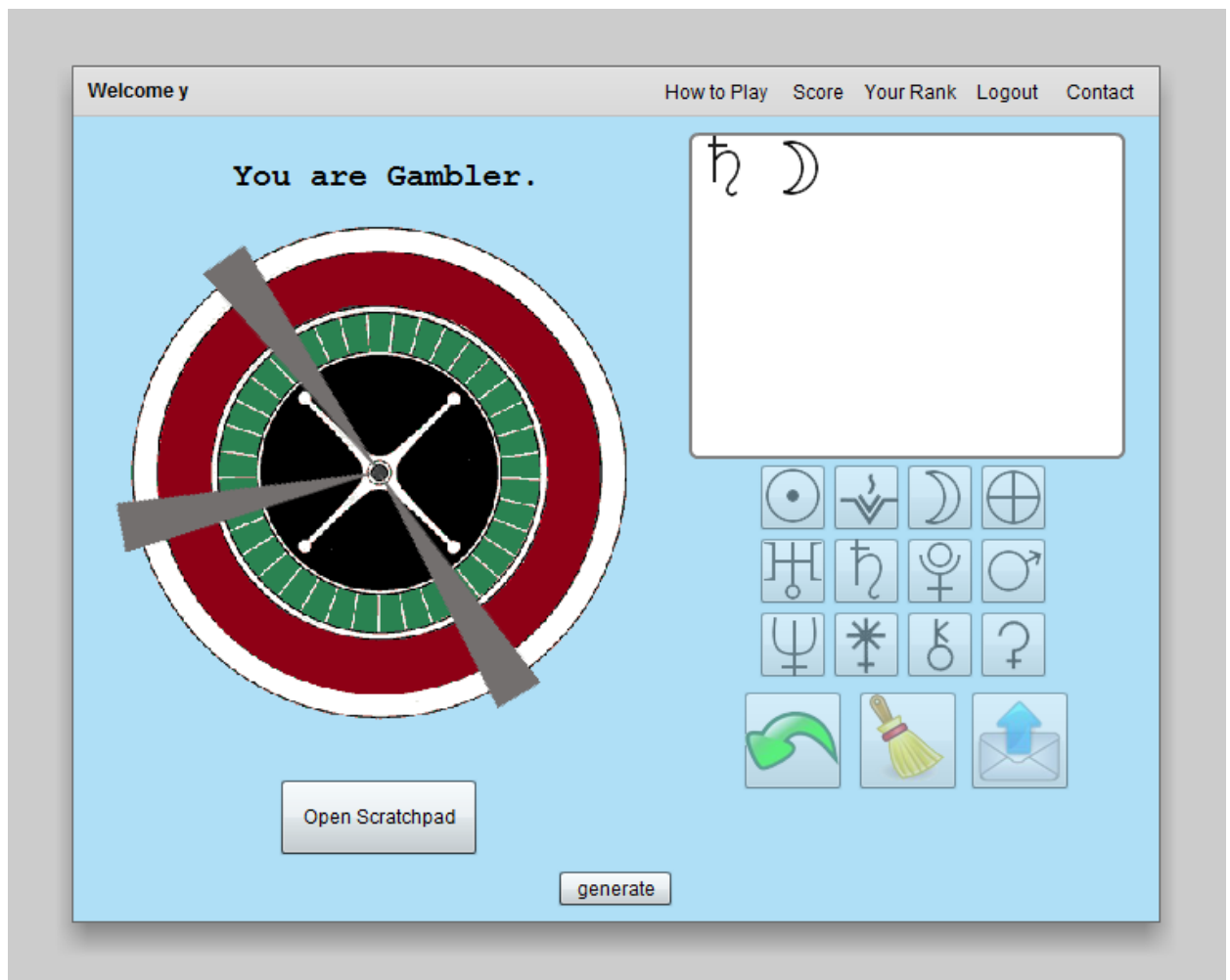
U see there is no roulette wheel in the above diagram..

3. The seer will press a button "generate" on his screen to foresee **final position** of the Roulette wheel for that bet. This is shown in the Figure below. There is a phase angle assigned to each player (remains fixed for the particular player throughout). **Note that the players have no way to find out what their respective phase angle is.**
4. 3 random numbers will be printed on the three blades. Two of them will be b/w 0-9, and 3rd one will be b/w 80-99.

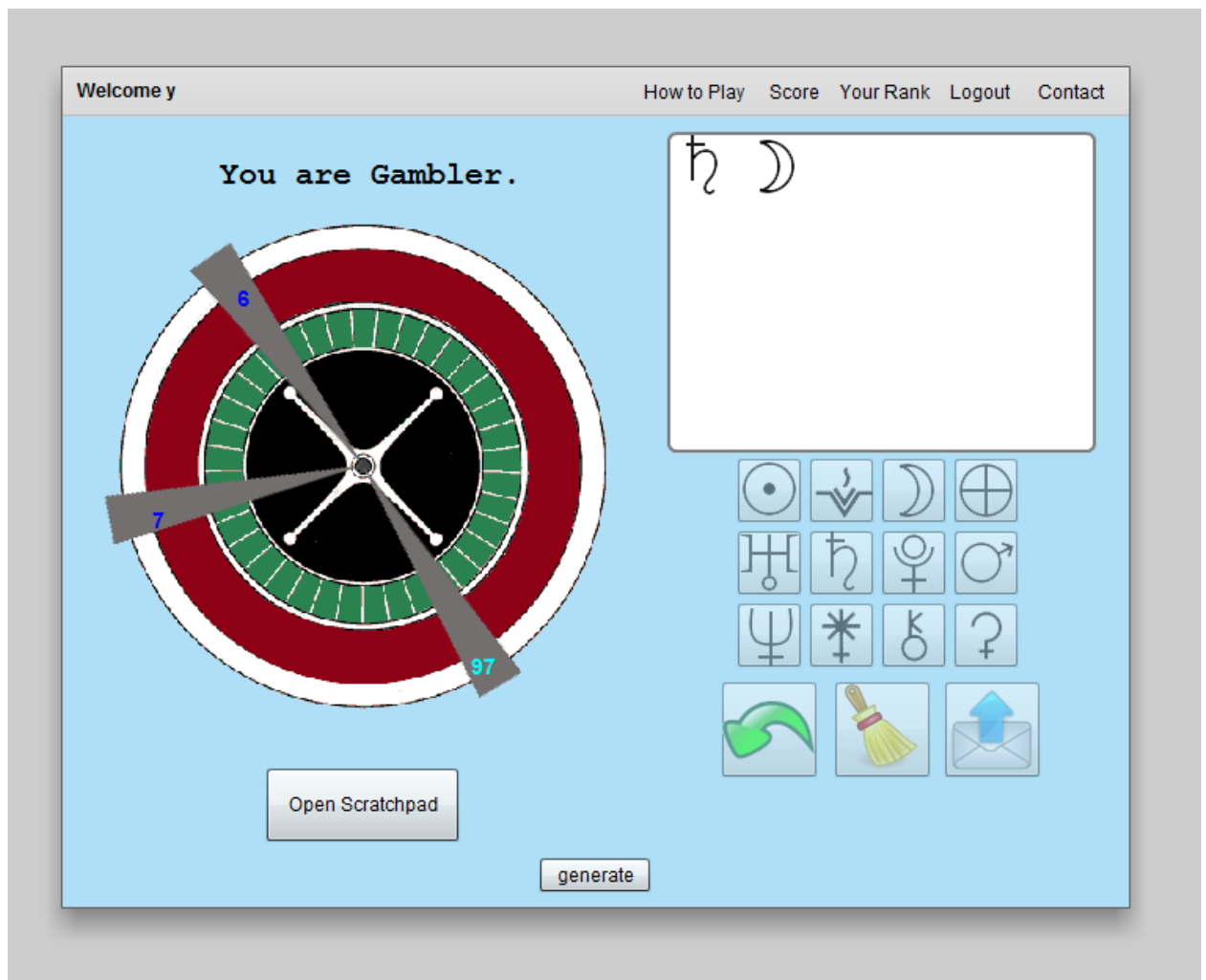


5.

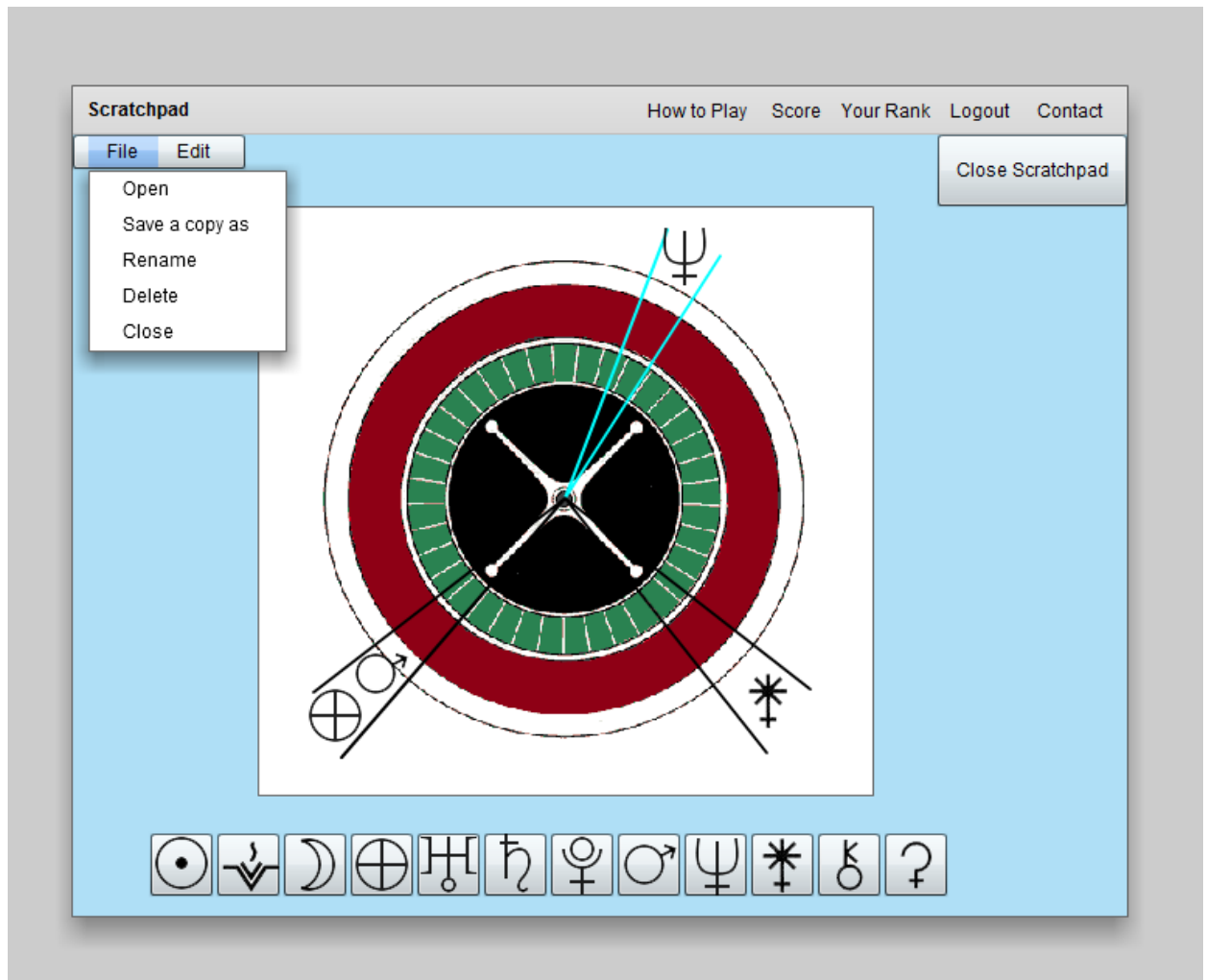
6. The gambler will receive the roulette wheel rotated by the angle he is provided with. He cant see the 3 numbers. He will select anyone of the 3 blades which he thinks is the topical cell/blade(cell/blade with number b/w 80-99).. He can also take help from "scratchpad" by clicking on "open scratchpad".



- 7.
8. After he has clicked on any of cell, all the cells will be shown to him like this



9. scratchpad will something like this



Here the user can draw any number cells. Your code can create a cell in the following way:
 If the user clicks anywhere on the scratchpad screen, a line will be generated from that point to the centre, and then another line making an angle of, say, 5 degree to the previous line is generated automatically. The user then can insert/delete any image in/from that cell.

10. The points on the cell which gambler has clicked on, will be added to the score of both..

Then the game will be started again..

