

PROJECT 3

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A GAME OF CHANCE

Due: November 24, 11:50PM

Late projects loose 1 point per hour.

One of the most popular games of chance is a dice game known as “craps,” which is played in casinos and back alleys throughout the world. The rules of the game are straight forward:

A player rolls two dice. Each die has 6 faces. These faces contains 1, 2, 3, 4, 5 and 6 spots, respectively. After the dice have come to rest, the sum of the two upward faces is calculated. If the sum is 7 or 11 on the first throw, the player wins. If the sum is 2, 3, or 12 on the first throw (this is called “craps”), the player loses (i.e. the “house” wins). If the sum is 4, 5, 6, 8, 9 or 10 on the first throw, that sum becomes the player's “point”. To win, the player continues rolling the dice until she/he “makes the point” (i.e. rolls the point sum again). The player loses by rolling a sum of 7 before making the point.

For this project you'll be implementing this simple game of chance.

Write a JAVA frame based application to play the game. Your applet must display your name and the course information. It must also show the state of the game (new roll, refered to as “comming out”, trying to make a point, win, or loss). It must graphically depict the state of the dice. At the start of the game, each player starts with \$1000 in “the bank”. Use a pop up to ask the player how much they want to wager. Roll the dice and use a button to “roll again” as long as the player is trying to make the point. (Wagers are only allowed on the come out roll. Your application should display, the current roll (graphics), the sum, the point, and the player's current wager and bank balance. Your application should look nice. Calculate wins and losses. If the player enters zero or a negative value for the wager, the game is over.

Up to 10 points of extra credit will be given for “layout” issues. If your version of the game looks good, you will get the extra points.

HANDIN ON WEBCT

1. Source, class and html files for the game
2. HTML pages generated from running javadoc on your source file
3. A document containing a screenshot of your game running
4. A short "cover report" named "README" describing the assignment, your solution, what is in each of the other files, and how to run the game.