Rummy

Game development

Salient Features

1. Multi player
   a. Multiple rooms, categorized rooms (e.g: VIP)
   b. Multi tables in each room and 6 players on each table
   c. Users can create personal tables

2. Media
   a. The game can be played on Android,
   b. Users can connect through facebook, invite facebook friends to play
   c. Users can invite google friends to play as well
   d. There's a community section, blog wherein users can leave a message

3. Contests – winners
   a. There are periodical contests and winners

4. User support
   a. Users can create their login and can also login through fb.
   b. Users can create / edit their own profile
   c. User can receive gifts from other users, admin
   d. In case they forget password, new password can be created

5. There are game variations like High Card Joker

6. User can buy exciting & exclusive gifts for table

7. User can get into VIP club and get special privileges

8. Emoticons on table

9. Search feature

10. **Core game**
    a. Cards will be dealt to players on the table
    b. Based on a predefined ranking mechanism the set of hands will be rated
       i. E.g: 1. Trio, 2. Straight run, no 3. Normal run...so on
    c. The betting process is predefined
    d. Sideshow
    e. Show
    f. Timer
    g. Waiting
    h. Variations:
       i. Muphils
       ii. Best of four
       iii. AK47

iv. Highest Card Joker

v. Lowest card joker & so on..

Scope assumption for current development

1. User creation & management module
    a. New users can be created
    b. Existing users can modify / recreate password
    c. Users can receive gifts / win money in some way to begin and continue playing
    d. Users performance, progress or game statistics should be available
    e. Does not cover:
        i. Login using FB connect
        ii. Creation & modification of user profile
        iii. Searching a user
2. Playing environment management
    a. multiple rooms and in each room multiple tables
        i. all rooms are similar, no variations
        ii. all tables are similar, no variations
3. Core game functionality, play rules and process same as that of Rummy Game as in rummy24x7.com
    a. does not include the various game variations of Rummy Game as in rummy24x7.com
4. Deployment
    a. Deployment is on a web server
        i. Does not include android deployment
        ii. Does not include FB deployment
        iii. Does not include blog / community section

Proposed Project Cycle

- Steps -

1. Request for proposal (action: client)
2. Submission of proposal (action: Development team)
    a. Should include cost proposal
    b. Should include time proposal
    c. Should include scope assumption
3. Approval / Change request for proposal (Action: client)
4. Re submission of proposal (Action: Development team)
5. Final approval of the proposal (Action: client)
    a. Indicates final approval of the scope as well
6. UI, Graphics, Visual design submission (Action: Development team)
    a. Deliverable in a sample game format for easy understanding
7. Final approval of the UI, Graphics, Visual design (Action: client)
8. Development (Action: Development team)
    a. User module
    b. Playing environment module
    c. Core game
9. Alpha Deliverable (Action: Development team)
    a. User module
    b. Playing environment module
    c. Core game module
10. Feedback / changes / approvals (Action: Client)
11. Beta delivery
12. Feedback / changes / approvals (Action: Client)
13. Gold delivery – final delivery