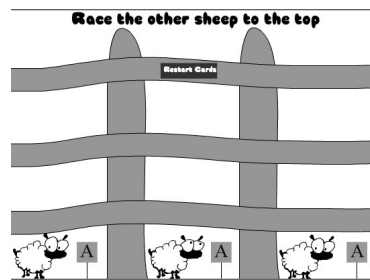


Dear Diary,

I was up late and bored so I decided to write you a note, I hope you don't mind me babbling for a bit.

So I'm working on this project for my portfolio preparation class, right now the name of it is "Slot Machine". I started this project last summer in my casual game design class, back then it was called "Black Sheep". Here are screenshots from it:



The purpose of the game then was to be the odd sheep of three. They all had cards that scrolled and when they stopped the sheep with the odd card won, strange huh? I know but I thought it was cool. Anyways I took the same algorithm for that game and applied to the slot machine. Here's my first design comp and grocery store comp:



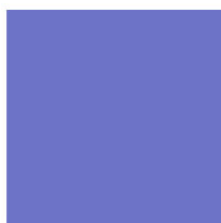


Why you might ask? Well what I plan to accomplish (goals) with this project is tap into the online gambling market in the Atlanta area. Also, I was thinking that I could use a project like this for other venues as well. As you can see I've used it for an application on Krogers website, where the items aren't bananas, cherries, and lemons. But are instead cereal boxes, condiments, and produce... I'm getting excited telling you about this! That way I'm not limiting myself to a certain target audience, because the project will be flexible.

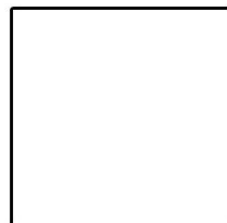
Here are my color choices for the Kroger version by the way:



#00309a



#6d73c6



#000000



#e03944

Now how am I going to implement all of this you ask? Well the downside of not having a certain target audience is that my design approach is humongous. By I'll just

give you a brief description from the online casino aspect. First and foremost I want something that will be fun (yeah I know, duh!) but at the same time be competitive. So I sat down and calculated the odds of winning with slot machine. There are 4 different faces on each of the three slots, a seven, lemon, cherry, and banana. Of the 47 different “arrangements” a user can get, only 4 of those will result in getting all the faces on each slot. Some odds, yeah I know! Anyways, the odds of getting 2 faces on each of the three slots was quite higher. In fact, of the 47 different “arrangements”, 31 of those resulted in the user getting 2 of the same faces. This was a major factor in my design approach, since the user gets 2 most of the time I decided to not punish them in the form of credits and instead decided to reward them. The system as it stands now takes away 2 credits for not getting any of the same faces, gives 5 credits for getting all 3 faces, and gives 1 credit for getting 2 faces. I think that’s pretty generous, you can call it the “nice guys” slot machine! As far as the layout goes, of course I want the design to look like a slot machine. Whether it’s being used in the online gambling arena or on a grocery stores website, I want the user to know that this is a slot machine (try your luck).

Anyways, I asked if you didn’t mind me babbling for a little bit, I just had to write about this cool concept-of-a-project that I’m using for my portfolio. What do you think?

Thanks for reading my concept note...I mean diary entry.