

*Rummy Game Modules*  
*Rummy Game Project Details*

<b>Modules</b>	Detailed Description of modules
<b>Player Login</b>	
	<ol style="list-style-type: none"> <li>1. Login</li> <li>2. Registration</li> <li>3. Forget password</li> <li>4. Remember me</li> </ol>
<b>Player Profile</b>	
	<ol style="list-style-type: none"> <li>1. Points Info</li> <li>2. Player Profile Details</li> <li>3. Add/Edit Details</li> <li>4. Documents upload to verify</li> <li>5. Buy Points</li> <li>6. Purchase Points</li> <li>7. Redeem Chips</li> <li>8. Account Summary</li> <li>9. Change Password</li> <li>10. Refer a friend</li> <li>11. Cash withdrawal</li> <li>12. Cancel withdrawal</li> <li>13. Pending Bonus</li> <li>14. Rewards &amp; Loyalty points</li> <li>15. email verification</li> <li>16. mobile number verification</li> <li>17. kyc docs verification</li> <li>18. Payments paytm &amp; cashfree gateway integrated to add cash</li> <li>19. Promotional details</li> <li>20. social login google and facebook</li> <li>21. Ticketing system</li> <li>22. reward, bonus &amp; loyalty points</li> <li>23. Login History</li> </ol>

	<ul style="list-style-type: none"> <li>24. Coupon code</li> <li>25. Referral program: give commission on every game. Promotional banner creation, player commission set.</li> </ul>
<b>Payment gateway</b>	
	<ul style="list-style-type: none"> <li>1. Paytm.com integrated</li> <li>2. Cashfree.com integrated</li> </ul>
<b>Rooms/Table list</b>	
	<ul style="list-style-type: none"> <li>1. Player Wallet <ul style="list-style-type: none"> <li>a. Reload free points</li> <li>b. Purchase real points</li> <li>c. Log Out</li> </ul> </li> <li>2. Table Info <ul style="list-style-type: none"> <li>a. Open</li> <li>b. Registering</li> <li>c. Running</li> <li>d. Min value</li> <li>e. Point value</li> </ul> </li> <li>3. Selected Table Players Info</li> <li>4. Join Table</li> <li>5. My joined tables</li> </ul>
<b>Game Types</b>	
	<ul style="list-style-type: none"> <li>1. Pools Point</li> <li>2. Deal Rummy</li> <li>3. Point Rummy</li> <li>4. Paplu Rummy</li> <li>5. Tournaments</li> </ul>
<b>Game Tables</b>	
	<ul style="list-style-type: none"> <li>1. 2 Player</li> <li>2. 6 Player</li> </ul>
<b>Game Table</b>	
	<ul style="list-style-type: none"> <li>1. Join Table</li> <li>2. Seat Position</li> </ul>

	<ol style="list-style-type: none"> <li>3. Player Information</li> <li>4. Highlight Current Player</li> <li>5. Open deck</li> <li>6. Close deck</li> <li>7. Joker portion</li> <li>8. Finish portion</li> <li>9. In hand cards</li> <li>10. Turn based timer</li> <li>11. Leave Table</li> <li>12. Sort Cards</li> <li>13. Discard card</li> <li>14. Drop Game</li> <li>15. Declare Game</li> </ol>
<b>Pool Rummy Game</b>	
	<ol style="list-style-type: none"> <li>1. Start game</li> <li>2. Turn start</li> <li>3. Timer</li> <li>4. Drop &amp; Middle Drop</li> <li>5. Disconnect/reconnect</li> <li>6. Pick Card</li> <li>7. Discard</li> <li>8. Discards List</li> <li>9. Meld</li> <li>10. Wrong Show</li> <li>11. Show Game</li> <li>12. Points</li> <li>13. Rounds</li> <li>14. Scoreboard</li> <li>15. Card arranging/ rearranging</li> <li>16. Win</li> <li>17. Loose</li> <li>18. Leave/forfeit</li> <li>19. Fraud protection</li> <li>20. Security</li> <li>21. Analysis</li> </ol>
<b>Point Rummy Game</b>	

	<ol style="list-style-type: none"> <li>1. Start game</li> <li>2. Turn start</li> <li>3. Timer</li> <li>4. Drop &amp; Middle Drop</li> <li>5. Disconnect/reconnect</li> <li>6. Pick Card</li> <li>7. Discard</li> <li>8. Discards List</li> <li>9. Meld</li> <li>10. Wrong Show</li> <li>11. Show Game</li> <li>12. Points</li> <li>13. Rounds</li> <li>14. Scoreboard</li> <li>15. Card arranging/ rearranging</li> <li>16. Win</li> <li>17. Loose</li> <li>18. Leave</li> <li>19. Fraud protection</li> <li>20. Security</li> <li>21. Analysis</li> </ol>
<b>Deal Rummy Game</b>	Same above only game logic change
<b>Paplu Rummy Game</b>	Same above only game logic change
<b>Admin Dashboard</b>	
	<ol style="list-style-type: none"> <li>1. MAIN NAVIGATION</li> <li>2. Dashboard</li> <li>3. Rummy Lobby</li> <li>4. Point Rummy</li> <li>5. Pool Rummy</li> <li>6. Deal Rummy</li> <li>7. Fun Games</li> <li>8. Tournament</li> <li>9. Tournament</li> </ol>

10. Tournament Details
11. Table Entry
12. Bonus Entry
13. Player Details
14. Game Transaction Details
15. Fund Transfer Report
16. Withdrawal Request
17. Add fund to player account
18. fund Details
19. Bank Details
20. Payment Details
21. Verify KYC
22. Configuration
23. Commission
24. Email Configuration
25. SMS Configuration
26. Payment Gateway Setting
27. Base URL
28. IP Configuration
29. Emails To Players
30. Send Mail
31. Mails list
32. Email Template
33. Send SMS
34. Send SMS
35. Sent SMS
36. SMS Template
37. Promotions
38. Add Promotions
39. Promotions list
40. Login History

	<ol style="list-style-type: none"> <li>41. Browse History</li> <li>42. Help &amp; Support</li> <li>43. Contact Us Inquiries</li> <li>44. Web Slider</li> <li>45. Mobile Slider</li> <li>46. Logo</li> <li>47. Coupons</li> <li>48. freezed Points</li> <li>49. Report Card</li> </ol>
<b>Promotional Features</b>	
	<ol style="list-style-type: none"> <li>1. Emails to Players</li> <li>2. Promotional email marketing &amp; design</li> <li>3. Email Templates</li> <li>4. Send SMS</li> <li>5. Create promotional template</li> <li>6. Edit/update/delete promotions</li> <li>7. Shows front side created promotions</li> </ol>
<b>Security</b>	
	<ol style="list-style-type: none"> <li>1. Use ssl certificate to secure application and secure server</li> </ol>
<b>Support</b>	First 1 month free then 8k per month, quarterly billing if required
<b>Deployment</b>	We deploy and setup initially
<b>Server requirement (Dedicated/vps Server)</b>	<p>Min 16 GB Ram, 60 GB HDD +, 1 Gbits/s bandwidth, 1 Ips, 2.50 GHz 4 Cores, Linux server with CentOS and apache server. (if players increased then you need to increase server configuration also.) Approx 3500 - 4000 concurrent players can play.</p> <p>Reference site to purchase server for low cost. <a href="https://sempativet.org/">https://sempativet.org/</a></p>

- 1) Any smtp can be configured to send transactional and promotional emails from dashboard.
- 2) Msg91.com sms api integrated.
- 3) Programming languages: php, javascript, expressjs, nodejs, socket, jquery (socket and node handles unlimited concurrent players online and used for backend strong server).

- 4) Concurrent players: unlimited concurrent players can play according to hosting server configuration. high configuration then more players.
- 5) Real time multiplayer game server: We have developed real time multiplayer game server in this game to play rummy game in real time with another real human players. Server will handle all online concurrent players in real time and rummy game experience as like players is playing face to face. no need to use any third party api to manage real time players and it saves lots of expenses. There is no limit for concurrent players so it will handle unlimited.

### Project Duration:

After full payment we will provide source code within 5 mins. With installation process steps, user guide and details, if you face any problem while installation then we will support you to setup.

### Demo details:

Check our actual running demo application practically at [www.rummysahara.com](http://www.rummysahara.com) front end register any players and play in real time. Download android app from demo site and check.

And for admin panel [www.rummysahara.com/administrator/](http://www.rummysahara.com/administrator/)

Username: admin

Password: 123456

Please do not change password.

### Payment Terms:

Installments	Total
Advance Payment total	80,000.00
	<b>80,000.00</b>