

Bridging the gap between  
Business and Technology

Custom software specialists since 1997



### Technology:

Borland C++, MS SQL Server  
2000

### Project size:

20 man-months

### Team size:

2 developers, 1 manager

Region No	Site Id	Name	Address
0	180		
0	1802		
0	1286		
0	1898		
0	1893		
0	2074		
0	2232		
0	2402		
0	2484		
0	2609		

Region No	Site Id	Machines	Position	Game	Level
0	1802	0	0	0	0
0	1286	0	0	0	0
0	1898	0	0	0	0
0	1893	0	0	0	0
0	2074	0	0	0	0
0	2232	0	0	0	0
0	2402	0	0	0	0
0	2484	0	0	0	0
0	2609	0	0	0	0

Region No	Site Id	Priority	Enable	Site Name	Customer	Stake	Playoff	Options1	Options2	Options3
0	1802	0	429			0	0	0	0	0
0	1802	0	759			0	0	0	0	0
0	1802	0	2			0	0	0	0	0
0	1802	0	4			0	0	0	0	0
0	1802	1	2			50	30	0	0	0
0	1802	0	429			0	0	0	0	0
0	1802	1	303			0	0	0	0	0
0	1802	0	4			0	0	0	0	0
0	1802	1	1			50	30	0	0	0

*"When the system was first demonstrated at an industry trade show, our client's holding company saw its share price increase by around 50%."*

**Martin Green, M.D.**



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## GamesNet

### System For Distributing New Software To A Network of Game Machines

#### The Client

Most fruit machines, quiz games, etc., in public houses are managed by a small number of large leasing companies. These companies rotate the game machines between sites every few months to maximise their takings, but in doing so they incur millions of pounds of transport costs. Our client had a radically alternative solution. They designed a single, standardised game machine that could run any number of different games. The physical machines would remain in place but the games software would be rotated, preferably by sending it over telephone lines.

#### The Challenge

The client asked Blueberry to help them design and implement the distribution system software and the system management software. The project consisted of creating a central database to which several thousand distributed games machines were connected, and supporting its integration within the overall system.

#### The Solution

Blueberry first conducted a risk analysis, which produced five core recommendations. For example, there would be a central database connected to several thousand distributed

games machines-Blueberry knew that the system would be unmanageable unless the database were authoritative and the games machines held no configuration information independently. System reliability would be paramount, so the communications architecture had to be designed with the support engineers in mind from the start. They would need to monitor its performance when it was live, and trace the root cause of failure if it suddenly wasn't!

#### The Result

Blueberry successfully delivered and deployed the required software, and supported its testing and integration with the overall system. As the number of machines connected to the system has increased, Blueberry has made several major enhancements, such as upgrading the central database from Access to SQL Server.

The network reached 4000 game machines, saving the client millions of pounds in transport costs.

*For further details, please contact Robert Smith, Business Development Manager, for Blueberry Consultants Ltd.*

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