Team project proposal for demo 2 update:

From our previous proposal and demo, our project successfully implemented a text version of the game, Texas Holdem, on the console. Our project successfully printed the text version of the cards for two players and also shows the community cards that is to be shown in the game.

In our presentation, we will show the graphics version of Texas Holdem. The graphics version of the game will consist of a main menu, or a settings menu, that asks for the user’s decisions on how many players he/she is willing to play with. Based on the user’s decision, the game will setup the poker table and distribute the players around the table evenly. There will be an action bar at the bottom of the game screen which will let the user to choose his/ her action to call, check, fold, raise, or all in. For this demo we will only show the actions of check and fold as the pot control is not completed at the moment which restricts the actions of calling, raising, and all in. The check and fold actions will be linked to a method but will not implement any actions at the moment. The actions will only be used for tracking player actions within the program and will not be displaced. There will also be a button on the action bar for quitting the game if the user decides to quit the game.

For our next demo, we wish to finish and polish up the graphics of the game and implement the pot control of the game as part of the GUI. We will also have to clean up our code as it is “all over the place”.

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