Glossary

All in - When a player put all his chips in the pot.

Available Seat – seat in an existing game that is not occupied by another user.

Existing Games – games that are now playing and not ended.

Finished Games – games that are no longer playing.

Game Instance – A game that is created by a user, that handles all Texas Hold’em rules and playability.

Game Log – Holds all game instance’s played turns.

Game preference – Holds information about the game, such as game type, buy-in policy (the cost of joining the game) etc.

Game Replay – A replay of all Game Instance’s turns that played. Uses the Game Instance’s log.

Game system - The server.

In game player maneuvers – For every round in a game, the player has the ability to choose some of the next functionality - depending on the state of the game: make a call, fold, raise, make an all-in maneuver, pass the turn.

League – A collection of users of the same amount of points.

Player – An active player in a game instance.

Players state – on every round the player can have characteristics which indicate an individual current state, those characteristics are: the tokens he positioned so far on the table in the current round and one of the amount of tokens he has which he haven't gambled on, the last choice he made: fold, raise, check, call.

Round - starts at the cards deal until a player wins and the cards collected back.

Server- Represents the communication layer.

Spectator – A passive player in a game instance

System – A system for users to play Texas Hold’em against each other. Includes users and game Instances.

Unknown Individual – a person that is not yet recognized by the system.

User – A user in the system, Who can be either a player or a spectator in one or more game instances.

User Points – Indicates the User’s level.