

# **The Poker Room**

## **Functional Specification**

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**Version 1**

## Version History

Version	Written on	Author
1.0.0	12/02/17	David Nguyen

## About:

This document is intended to provide an overview of the project. It will state the Goals, Requirements, and phases of this project to clearly underline the envisioned product.

# Overview

The Poker Room app is a NodeJs application based in the Electron framework. It is designed to meet the needs of and enhance a Poker Home Game.

## Goals

The Overall Goal of the project are as follows:

- Create an accessible and intuitive application for any level
- Suit the needs of Home games both Cash and Tournament types
- Enhance the Poker Experience by providing Quality of life functionality

## Project Requirements

These are the core requirements of the project. Discovered and Surveyed requirements should be added to a backlog list for future reference and planning.

S. = Story

F. = Feature

E. = Enhancement

Name	Priority	Description
Cash Management	Core S.	Allow the user to track and manage flow of cash from players and bank. Give the user fluid and quick methods to cash in a player and cash out a player while maintaining clear operations.
Table Management	Core S.	Allow the User to set up Cash Game Tables and mark the number of players within each group. Keep track of number, type, and length of games. Able to keep track how much money is at a table.
Tournament Management	Core S.	Allow the User to set up Tournament Games. Allow user to calculate cash pool and prizes. Allow user to set up a Blind structure suitable to number of players and chips in play. Allow user to create tables for players and track rebuys.
Mixed Game	Low E.	Allow the User to display and track current game type of a game.

Cash Game	Low E.	Allow user to choose button location. Allow user to track cash game. Allow track of Dealer choice or game and maneuver
Wait List management	Core S.	Allow users to create and manage a Wait list
Configuration	Core F.	User should be able to Adjust the UI of tables, default settings of all Functionality above
Tournament Registration	Low E.	Allow Users to Register outside
Meetup Integration	Secondary E.	Integrate with Meetup.com to take registered user for a meetup and automatically input them into the system
Player Tracking	Low F.	Allow statistics of player registration, entry, and exit
Statistics	Low E.	Allow Users to gather statistical data on game type, game length, Chips used and Cash flow.

## Phases

### Phase 1:

- Cash management – Requirements:
  - Input amount of cash
  - Convert amount of cash to chips – and Big blinds
  - Attach amount of cash to Player
  - Compile list of total Cash across all table and cash at each table
  - Remove cash from overall Total Cash
  - Track, time stamp, and display Cash Flow
  - Track Chips in play and out of play

### Phase 2:

- Table Management – Requirements:
  - Create Tables with properties of Number of Seats, Seats filled, Money on table, chips on table, and game playing
  - Track amount of time seats are filled
  - Track re-buys for each seat
  - Track location of table
  - Able to add any table at will and move tables around
  - Highlight when the game is shorthanded or full

### Phase 3:

- Tournament Management – Requirements:
  - Set Buy in and Prize pool amount

- dynamically Change prize pool after rebuys
- track players and seating order
- Track Number of players at each seat and readjust
- Display Blinds, Time, and tracking of each player
- Analyze stats

Phase 4:

- Configuration Options for all Functionality above
- Regression Tests for Each of the Core functionality

Phase 5 and Future:

Analyze and adjust priority of features based on feedback and research