**System Requirements**

This software has been developed for the purpose of a class project in my software development module. The overall mark for this project is 30% and we have been giving from **Friday 13th November 2020 at 5pm** to **Saturday 5th December 2020 at 5pm** to complete it.

This game should be presented on a GUI that greets the player and contains a play button that the player can click when they are ready to start.

This piece of software is a 5 card Texas hold’em game that will allow to user to enter their personal details, the amount they would like to bet, and play a hand vs the computer.

The first requirement for the software will be the ability to create a unique playing card that will be used to create a deck of 52 cards. The card must have a combination of a suit and rank. These suit and rank values will be used to determine the winning poker hand.

The next requirement will be to create a deck of cards and perform various functions on the deck. The deck will contain 52 unique playing cards. The deck will also contain a shuffle function to randomise the order of the deck of cards, a deal card function, and a deal hand function.

The system will ask the user for their name, age, and the amount they would like to bet when the game is started. The player will then be dealt a hand of 5 cards from the shuffled deck. The next step will be to evaluate the players hand vs the computers hand to see which has the higher value. If the players hand has a higher value than the computer than they will be notified that they won and will be asked if they would like to play again. If they player chooses to play again, they will be dealt another 5 cards from the deck, otherwise if no is selected, the system will terminate. Also, the player will enter a total amount of chips they would like to play with and a separate bet per hand. If the player wins the hand the bet amount will be added to total or taking from the total if the player loses the hand. If the players total reaches 0, they will also lose the game.