



Bankroll Breakdown

A Poker Journal App

Ethan Yu, Steven Hoang, Timothy Yue, Cameron Schaefer

March 15th, 2017

WHAT IS IT?

- + Mobile App for poker players
- + Helps keep track of their expenses and progress
- + Users can enter poker player data (e.g.: win/loss ratio, variants of games played, player bankroll, and other useful information)
- + Data will be stored and changes will be displayed in useful, easy to understand categories
- + Where applicable, averages and other helpful statistics will also be provided
- + Ethan plays poker!

GOALS

- + Mobile App on Android
- + Working mobile app to fulfill the basic necessities of tracking progress for poker (Wins, losses, total amount earned or lost)
- + Show useful data for the user to understand how well he fares in the game of poker
- + A neat journal to encapsulate all effort put into the hobby
- + **We achieved what we set out to achieve!**

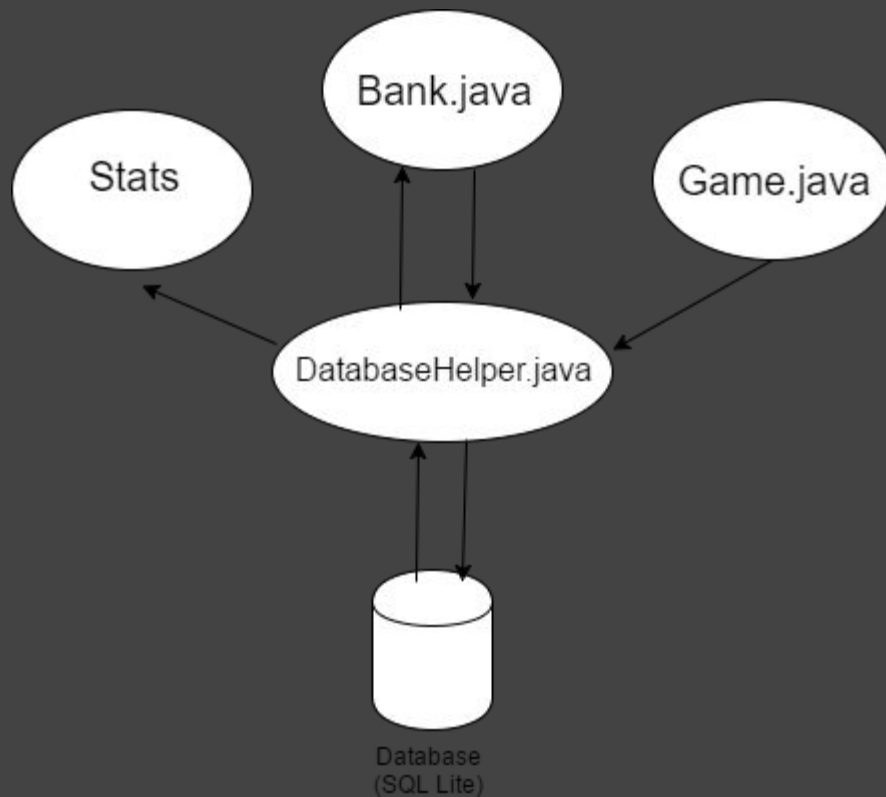
CHALLENGES

- + Unfamiliarity with mobile app development (Esp Android Studios)
- + Three of us don't have android phones, had to run on a slow emulator
- + Learning Java in depth
- + The storms during Sprint 2 created tough obstacles + scheduling was limited

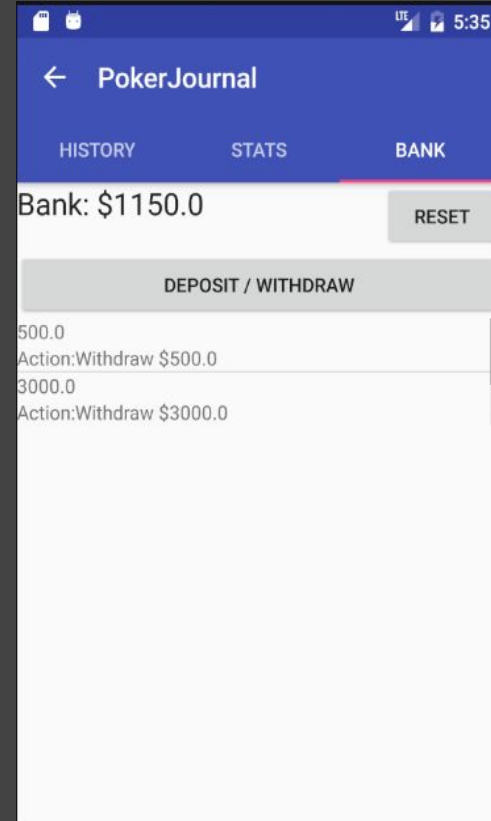
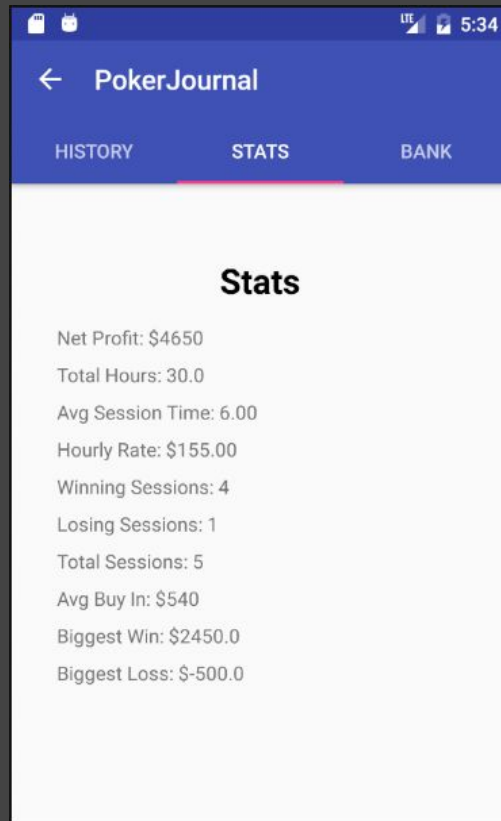
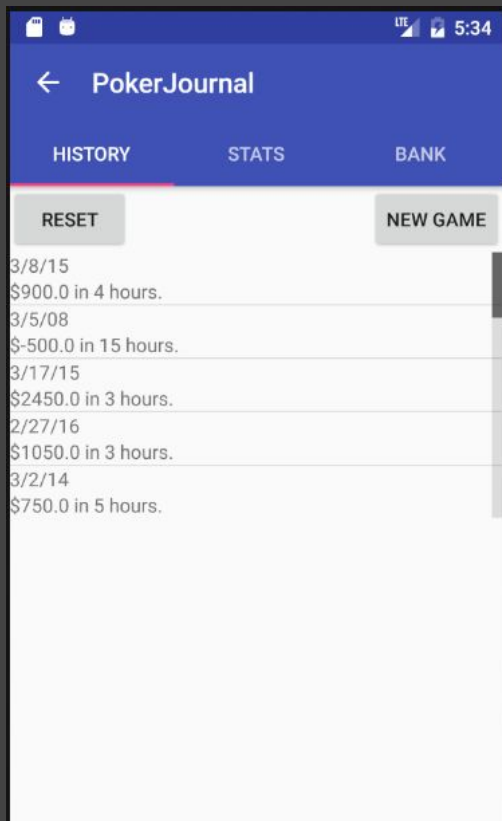
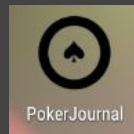
ACCOMPLISHMENTS

- + Learning Java in depth
- + Working with Android Studios
- + Creating our finished working Poker Journal
- + Making our schedule fit with each other
- + Finishing goals for sprints in time

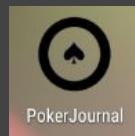
SYSTEM OVERVIEW



SCREENSHOTS



SCREENSHOTS



Game Type:
Texas Hold Em ▼

Location:

Date:

Time (Hours):

Buy In (Dollars):

Cash Out (Dollars):

SUBMIT

Amount:

Deposit / Withdraw:
Deposit ▼

SUBMIT

ID: 16
Game: Texas Hold Em
Location: ov
Date: 3/8/15
Time: 4 Hours
Buy In: \$500.0
Cash Out: \$1400.0

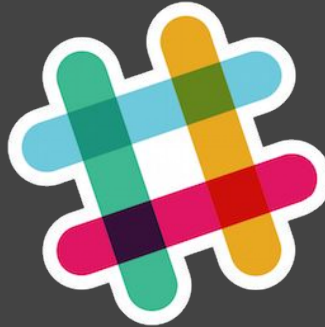
DELETE

TECHNOLOGIES

- + Slack, Trello, GitHub for record-keeping, Facebook Messenger for communication, and coordination
- + Android Studio
- + Android Phone, Emulator
- + SQLiteDatabase
- + StackExchange



Trello



MANAGEMENT TECHNIQUES

- + Teleconferencing was important
- + Notifying the team when changes are made
- + SCRUM Methodology
- + Trello (Scrum board)
- + Google Docs (documentations)

THINGS WE ENJOYED

- + Learning how to create a mobile app using android studio
- + Working with a team (old and new)
- + Solving problems to make our app meet basic demands
- + Learning/playing poker as a group

THINGS WE DIDN'T ENJOY

- + Weather/Highway 17 (problematic for our commuters)
- + Learning and dealing with Android Studios
- + 3 of us not having an Android phone (using a slow emulator)
- + Finding a local database that'll run efficiently
- + Most people not understanding the point to our project
- + Some (Cameron) have unfamiliarity with Java

LESSONS

- + Communicate better on every aspect of the project
- + Use what is provided (StackExchange)
- + Break down the project better into (workable) tasks
- + Better to overestimate than to underestimate how long each tasks takes
- + CONSISTENCY IS KEY