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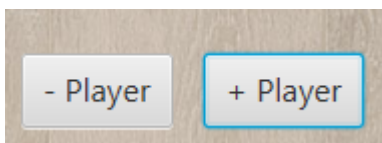
Poker Mini Project Feature List

Implemented Features List
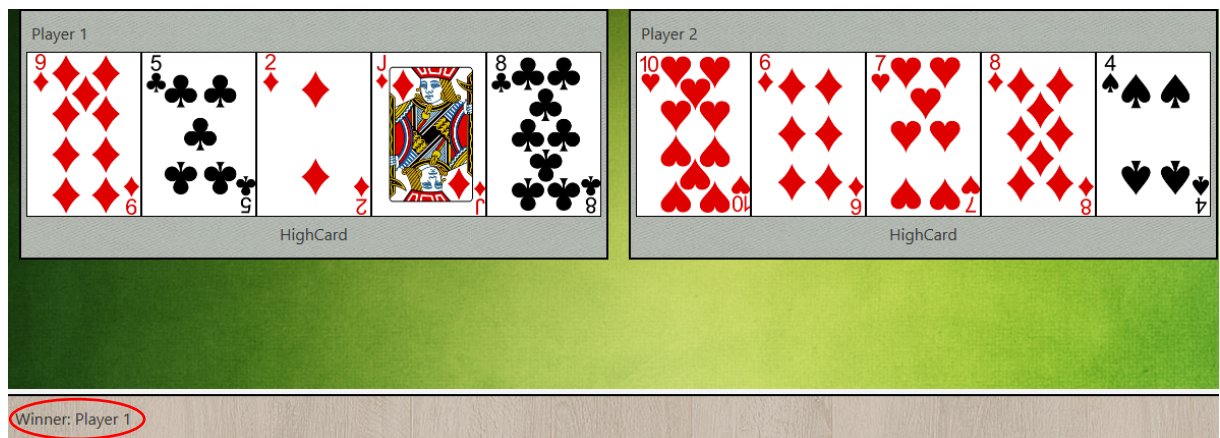
- **Logic**
  - All possible card combinations can be detected (full-house, straight, three of a kind, royal flush etc.)
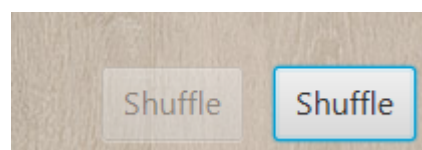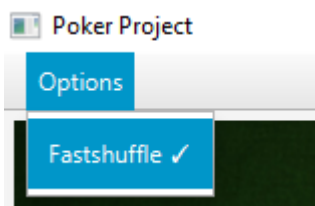

  - Choice to add or remove players mid-game (up to 8 players)

  - Automatic winner detection (even with same hand type)

  - The option to turn on "fast shuffling" which will turn the deal button into a shuffle button if there aren't enough cards left in the deck

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- **Visuals**
  - The choice of multiple deck themes (classic, dog and bird) through checkboxes (interchangeable and combinable mid-game)
  - Deck counter which displays how many cards are left in the deck
  - Background Images for the player pane, each hand and the control area

- **Sound**
  - Music player with cosy background jazz

- **Animations**
  - Adding or removing player will shrink or grow a the newly added/removed player pane
  - Dealing cards will flip them on their back and flip again to reveal the new hand of each player

- **Testing Junit**
  - Enhanced HandTypeTest with additional test cases
  - Created new TieTest class to simulate various Tie cases with two players