

Texas Hold'em Poker Game

CS.4398.252.Group 3

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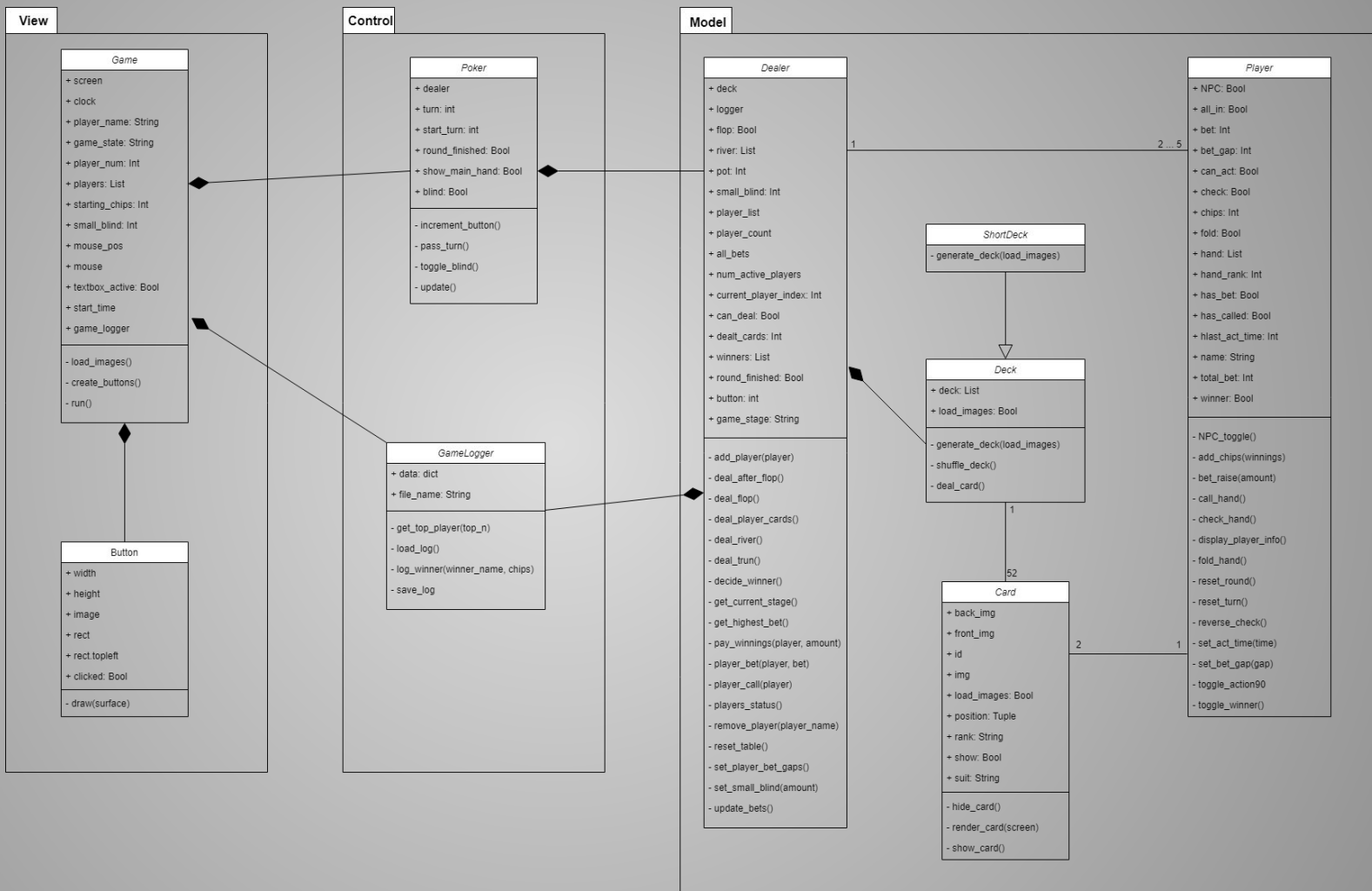
Parker Tindell

Purpose of our system:

Use available tools in python and various libraries such as pygame, as well as some of our own created poker AI, to create a fun simulation of a Texas Hold'em poker game.

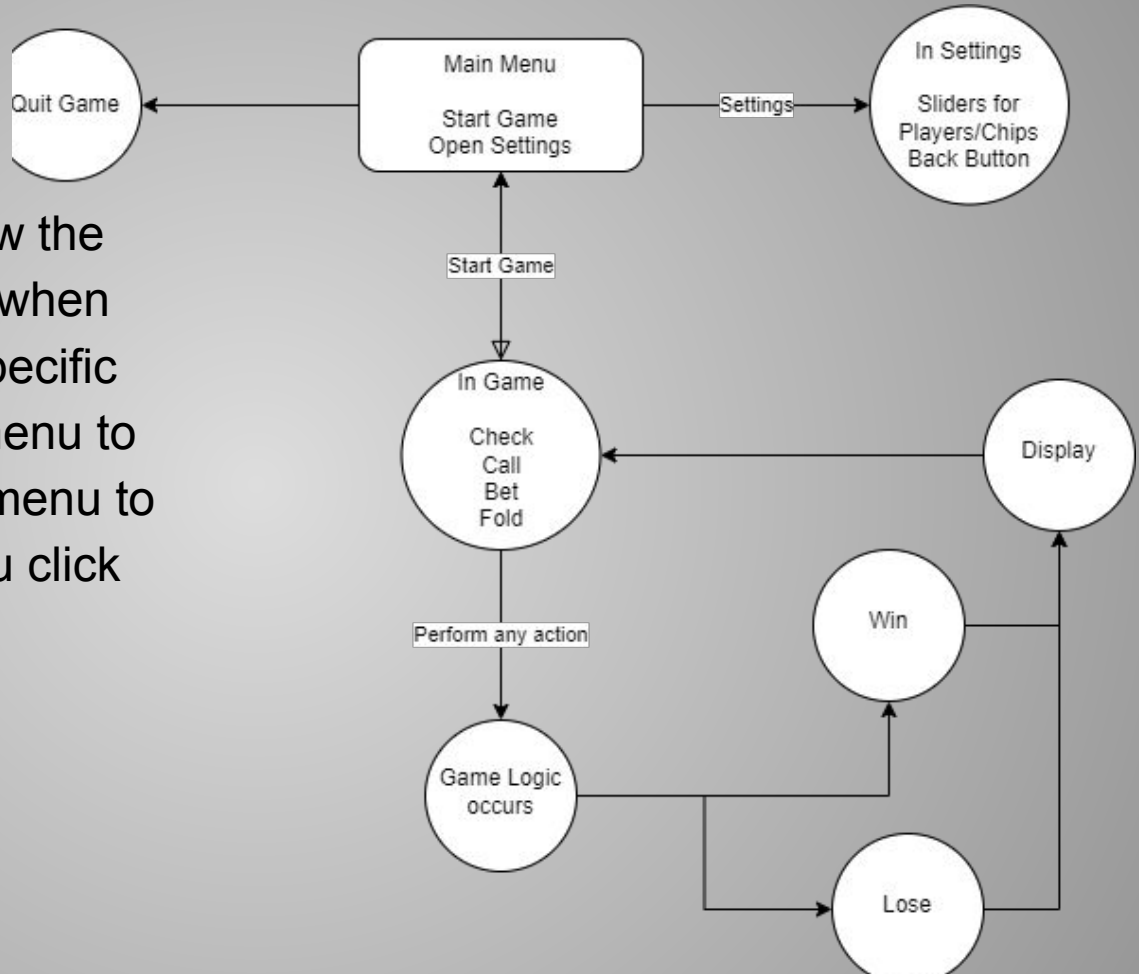
By doing so we walked through the process of software engineering as a group, made statecharts and class diagrams, made acceptance cases and unit tests for our program, and used GitHub to manage our files as we worked on the project.

Class Diagram



System Statecharts

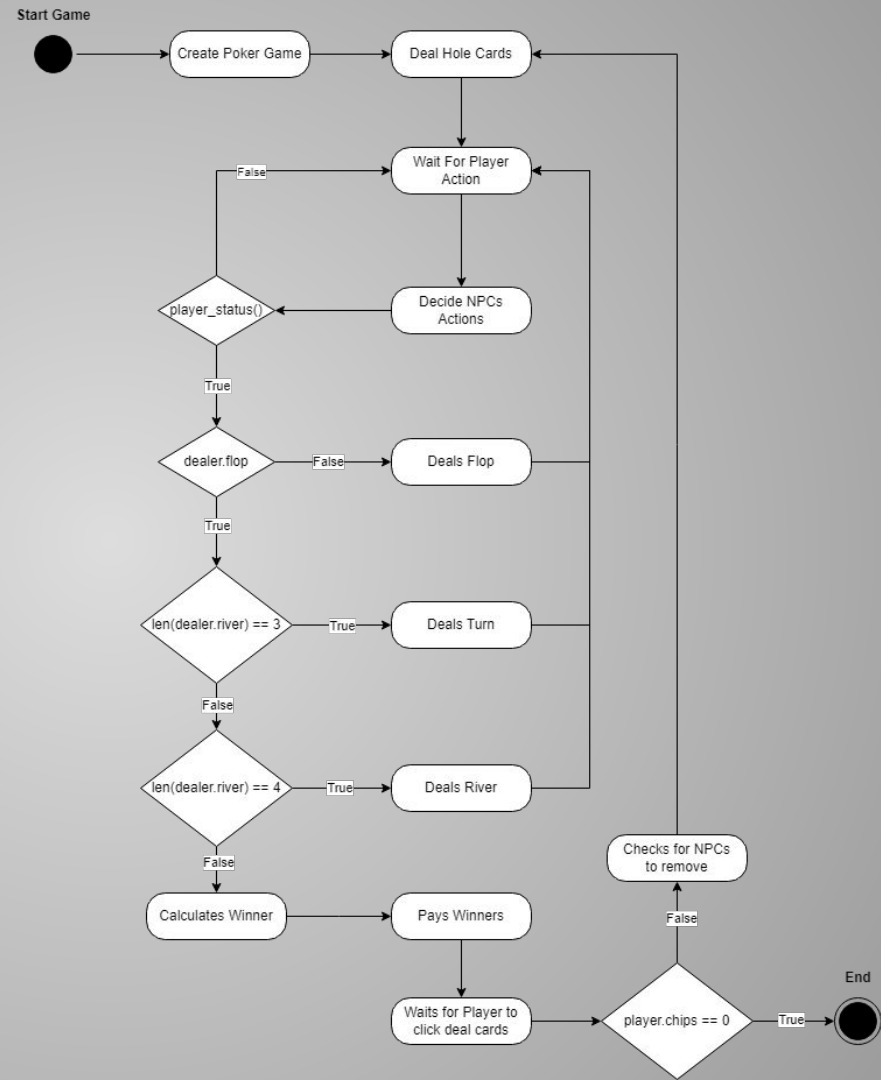
This state diagram shows how the system goes through menus when the user clicks that menu's specific button. It can go from main menu to settings and back, and from menu to game and back. But once you click quit the game closes.



In Game State chart

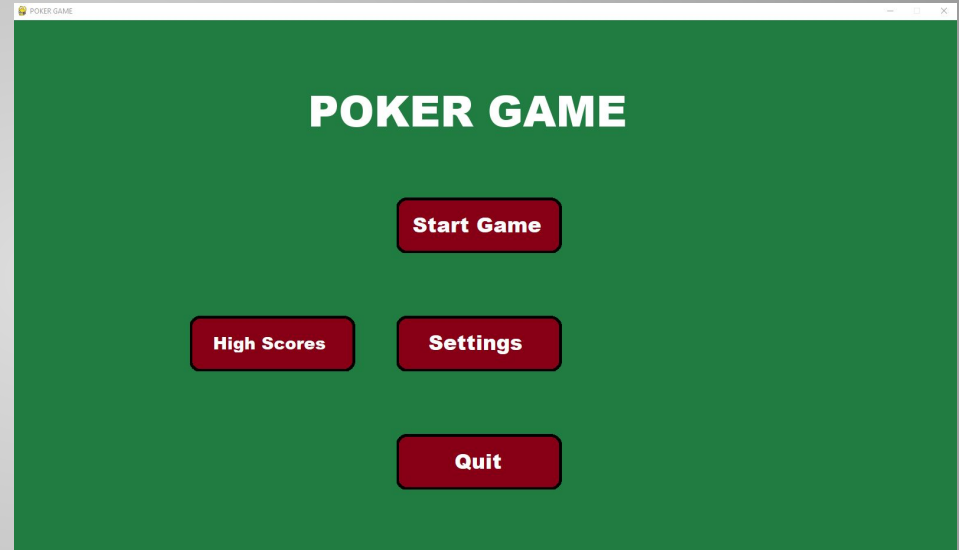
This state chart shows the game logic going through a game round in Poker.

Player actions include things as such: Checking, Calling, Betting, and Folding.



Acceptance Test Cases

1. Game Initialization:
 - Verify that the game initializes without errors.
 - Check that the main menu is displayed upon initialization.
 - Ensure that the game settings are loaded correctly.
2. Menu Interaction:
 - Click on the "Start" button and verify that the game transitions to the in-game state.
 - Click on the "Settings" button and verify that the game transitions to the settings state.
 - Click on the "High Scores" button and verify that the game transitions to the high scores state.
 - Click on the "Quit" button and verify that the game exits without errors.



POKER GAME

SETTINGS

Number of Players

5

Starting Chips

1000

Player Name

Small Blind

1

Back

POKER GAME

HIGH SCORES

1. PLAYER: 19797

2. Diana: 14980

3. Beatrice: 5020

4. Maria: 3931

5. Rachel_AI: 3753

Back

POKER GAME

Leonard_AI
Chips: 1000
BET: 0

Felipe_AI
Chips: 1000
BET: 0

Nicholas_AI
Chips: 999
BET: 1

Isabelle_AI
Chips: 998
BET: 2

Pre-Flop

POT: 3

4♦♦♦

5♠♠♠

POKER

Button

Chips: 1000
BET: 0

Call

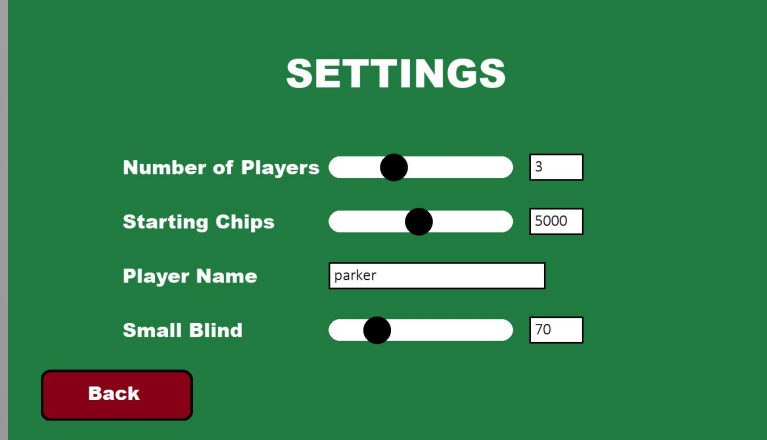
Bet

Fold

Acceptance Test Cases Cont.

3. Settings Configuration:

- Adjust the number of players using the slider and verify that the displayed value updates accordingly.
- Adjust the starting chips using the slider and verify that the displayed value updates accordingly.
- Adjust the small blind using the slider and verify that the displayed value updates accordingly.
- Click on the "Back" button and verify that the game returns to the main menu with the updated settings.



Acceptance Test Cases Cont.

4. Game Initialization with Settings:

- Start a game from the main menu and verify that it initializes with the correct settings (number of players, starting chips, small blind).

5. In-Game Actions:

- During gameplay, click on the "Check" button and verify that the player's action is processed correctly.
- Click on the "Call" button and verify that the player's action is processed correctly.
- Enter a bet amount in the textbox and click on the "Bet" button, then verify that the player's bet is processed correctly.
- Click on the "Fold" button and verify that the player's action is processed correctly.

6. Game Progression:

- Test the progression of the game through different stages (pre-flop, flop, turn, river) and verify that it advances correctly.
- Verify that the game updates the pot size and player actions accordingly during each stage.



Acceptance Test Cases Cont.

7. Winning Conditions:

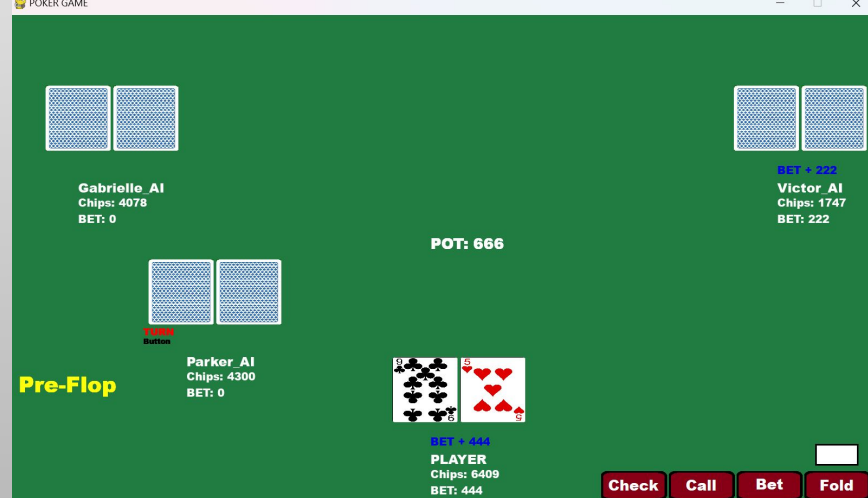
- Test scenarios where a player wins the round (by having the best hand or all other players folding).
- Verify that the game correctly identifies the winner(s) and distributes the pot accordingly.

8. Game Termination:

- Test quitting the game from the main menu and in-game.
- Verify that the game terminates without errors and returns to the desktop.

9. Performance:

- Test the game's performance under various conditions (e.g., different screen resolutions, number of players).
- Ensure that the game maintains a stable frame rate and responsiveness.



Unit Testcases(Screenshots)

```
PROBLEMS (2) OUTPUT DEBUG CONSOLE TERMINAL PORTS COMMENTS

-----
Ran 6 tests in 0.015s

FAILED (errors=3)
PS C:\Users\parke\New folder\TexasHoldem> & C:/Users/parke/AppData/Local/Programs/Python/Python312/python.exe
unittest-DeckBuilder.py"
pygame 2.5.2 (SDL 2.28.3, Python 3.12.1)
Hello from the pygame community. https://www.pygame.org/contribute.html
.....
-----
Ran 6 tests in 0.015s

OK
PS C:\Users\parke\New folder\TexasHoldem> 
```

```
unittests_Player.py"
pygame 2.5.2 (SDL 2.28.3, Python 3.12.1)
Hello from the pygame community. https://www.pygame.org/contribute.html
entered PlayerNPC
entered if there is a bet gap
the river plus the hand does not equal 2, 5, 6, or 7
entered PlayerNPC
entered if there is a bet gap
the river plus the hand does not equal 2, 5, 6, or 7
entered PlayerNPC
entered if there is a bet gap
the river plus the hand does not equal 2, 5, 6, or 7
.....
Ran 2 tests in 0.005s

OK
PS C:\Users\parke\New folder\TexasHoldem> 
```

```
PS C:\Users\parke\New folder\TexasHoldem> & C:/Users/parke/AppData/Local/Programs/Python/Python312/python.exe "c:/Users/parke/New folder\TexasHoldem/
unittest-River.py"
pygame 2.5.2 (SDL 2.28.3, Python 3.12.1)
Hello from the pygame community. https://www.pygame.org/contribute.html
....
-----
Ran 4 tests in 0.009s

OK
```

```
OK
PS C:\Users\parke\New folder\TexasHoldem> & C:/Users/parke/AppData/Local/Programs/Python/Python312/python.exe "c:/Users/parke/New folder\TexasHoldem/
unittestcases-Main.py"
pygame 2.5.2 (SDL 2.28.3, Python 3.12.1)
Hello from the pygame community. https://www.pygame.org/contribute.html
...
-----
Ran 3 tests in 0.329s

OK
PS C:\Users\parke\New folder\TexasHoldem> 
```

Git Repo Screenshots

The team used github for Version Control.

Link: <https://github.com/aewhitfield90/TexasHoldem>

Members used other desktop tools as well such as GitKraken.

