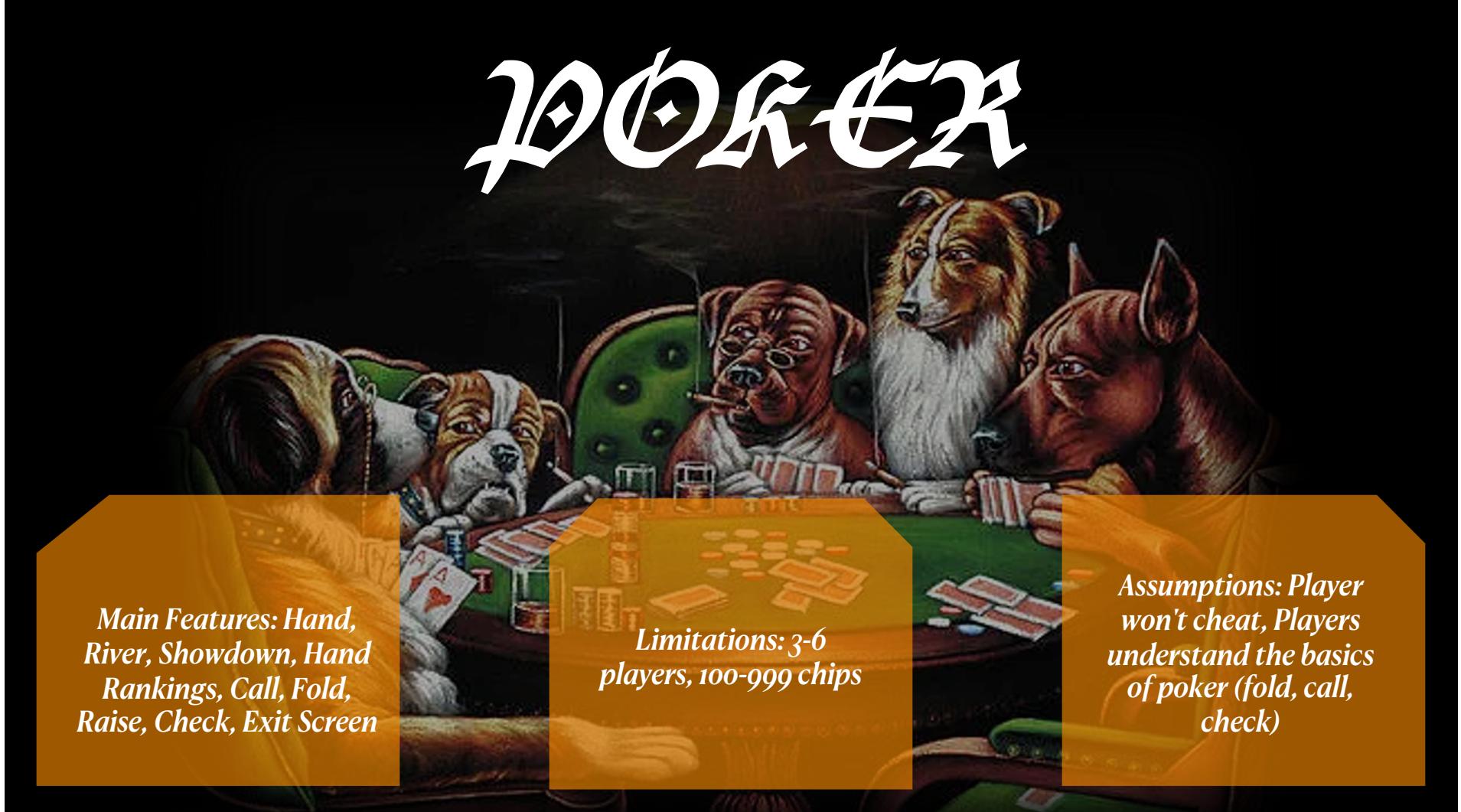


A painting depicting several dogs playing poker at a table. In the foreground, a large brown dog sits at the head of the table, looking down at its cards. To its right, a smaller white dog is also seated at the table. In the background, two more dogs are visible, one standing and one sitting. The scene is set in a dimly lit room with a chandelier hanging from the ceiling.

DOGS PLAYING  
POKER ...  
THE GAME

GOAT TEAM  
(UPDATE: DOGS TEAM)

# POKER



Main Features: Hand, River, Showdown, Hand Rankings, Call, Fold, Raise, Check, Exit Screen

Limitations: 3-6 players, 100-999 chips

Assumptions: Player won't cheat, Players understand the basics of poker (fold, call, check)

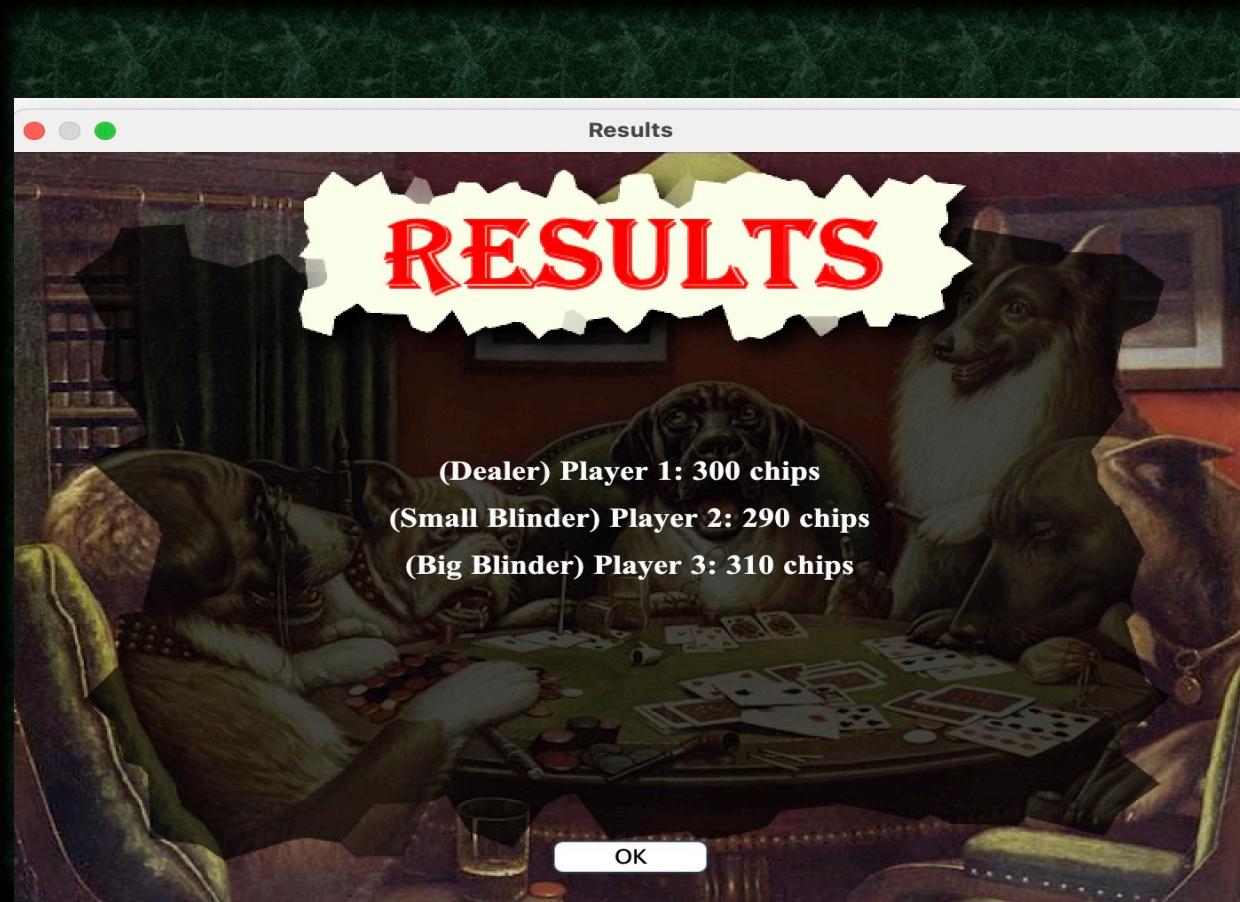
*Starting Screen*



## Playing Screen



## *Existing Screen*





# *Game Requirements*



## *Determine Winner:*

*Once all cards are revealed, calculate who has the best hand else if there is a player that forces all other players to fold, they win the pot*

## *Performance:*

*The game should be able to handle multiple players and switch the dealer, little and big blind, even as the number of game rounds or players increase*

## ***Main Components***

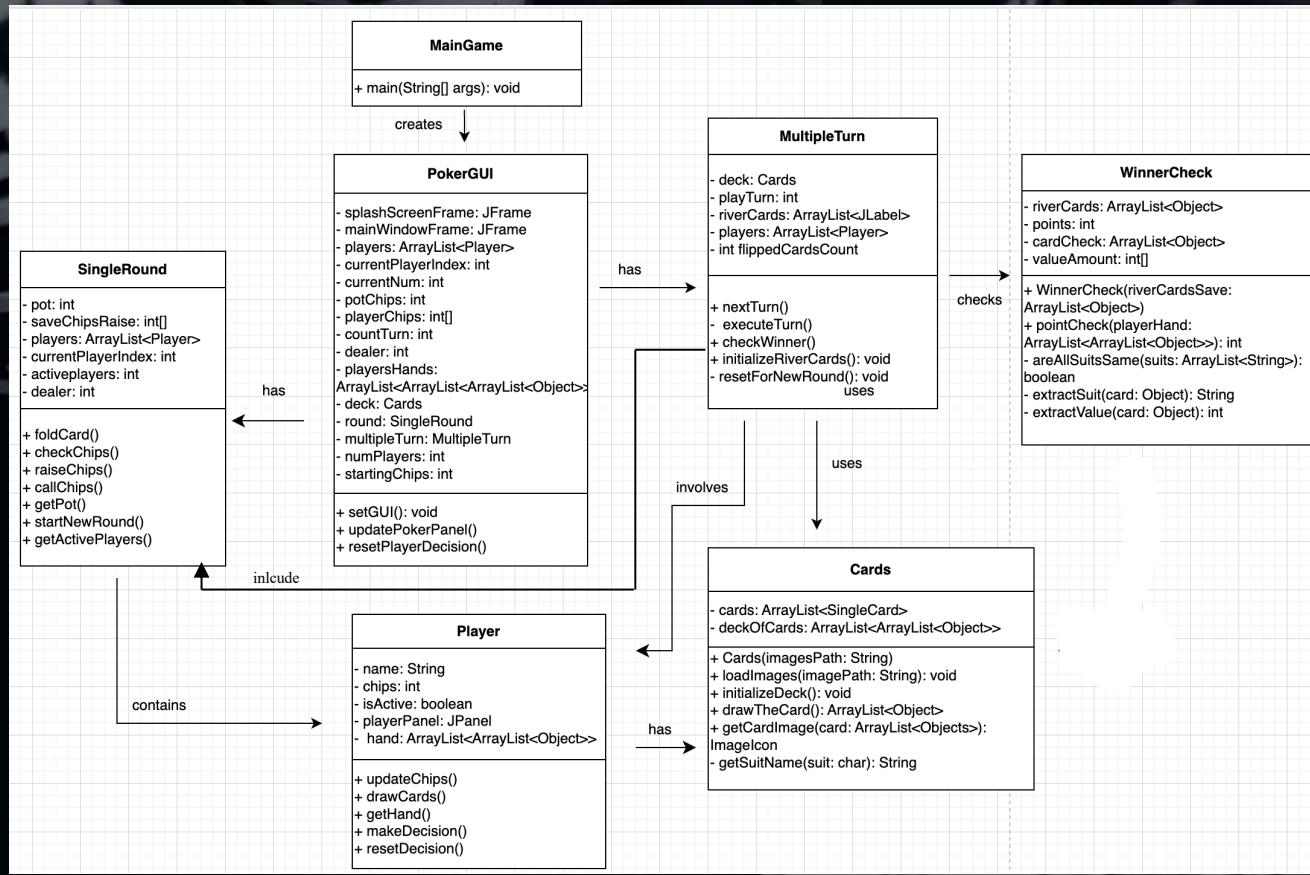
*Player Panel*  
*Turn Management*  
*Pot Management*  
*Betting Logic*  
*Card Management*



## ***Game/UI Features***

*Dynamic Player Interaction*  
*Pot and Chip Tracking*  
*Round Progression*  
*Alerts and Notifications*

# UML Diagram



# *Team Collaboration Approach*

*Messages, GitHub  
We used git branches*

*Did you code 100%  
separately, or did you  
do group hacking  
sessions?*



# *Testing and Acceptance Plan*

*Integration tests  
User tests*



*What's the #1 way  
you'll be able to say  
“Our project is  
deliverable”?*



*Demo Time*



*Summary*