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| Module Name: | -New Game Session |
| Module Number: | -3.0 |
| Module Description: | -Player creates a new game session |
| Input Parameters: | -Information on the game to be created |
| Output Parameters: | -Game instance is created |
| Called from: | -N/A |
| Modules called (Name and Number): | -(Create Custom Game, 3.1) |
| Author: | -Gabriel Martinez |
| Date: | -5/1/2017 |
| Peer Reviewer: | -Ryan Rogers |
| Psuedocode: | -If (New\_Session\_Button\_Clicked)  Session connection started  End If |

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| Module Name: | -Create Custom Game |
| Module Number: | -3.1 |
| Module Description: | -Lobby Creator wants to create a game session |
| Input Parameters: | -Lobby information is entered |
| Output Parameters: | -Custom Lobby is Created |
| Called from: | -(New Game Session, 3.0) |
| Modules called (Name and Number): | -(Creator Leaves Game, 3.1.2) |
| Author: | -Gabriel Martinez |
| Date: | -5/1/2017 |
| Peer Reviewer: | -Ryan Rogers |
| Psuedocode: | If (Player clicks Create\_Custom\_Game)  Player is asked to enter Lobby Title  Player is asked to enter the Game Type  Player is asked to state if Public, Private or Friends Only  Player is asked to enter Lobby Size  Player is asked to enter Starting Ante  Player is asked to enter Pot Growth Rate  Player is asked to enter Game Money  If (Player clicks Submit)  Custom Game is developed  End If  End If |

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| Module Name: | -Creator Leaves Game |
| Module Number: | -3.1.2 |
| Module Description: | -Lobby Creator Leaves Games session |
| Input Parameters: | -Creator exits game session |
| Output Parameters: | -Custom Lobby is no longer available |
| Called from: | -(Create Custom Game, 3.1) |
| Modules called (Name and Number): | -N/A |
| Author: | -Gabriel Martinez |
| Date: | -5/1/2017 |
| Peer Reviewer: | -Ryan Rogers |
| Psuedocode: | If (Creator clicks Exit\_Game\_Session)  Creator exits game session  Other players in game session are kicked  Results are saved  Session is ended  End If |