**Project Scope, Definition, and Constraints**

The purpose of this online poker application is providing entertainment to those interested in gambling, but not located near a casino. The system lets users create an account for participating in various poker games. Users can either join, or host their own games. These users gamble money in the games either by transferring funds from their bank account or through a credit card. The goal of this product is simulating a gambling experience easily accessible to many adults and forming a community of poker players for both recreational and marketing means. The project could get applied to many different stakeholders starting off with certain banks and credit card companies. The gambling aspect of the online poker application revolves around transferring funds which promotes banking and credit card companies. These companies could benefit from promoting the application and in turn we would accept their form of payment which directly encourages users into using their cards and bank accounts. The application uses a traditional ruleset for five-hand poker games with poker terminology like a “flush”, “four of a kind”, and other conventions having identical meanings as the ruleset dictates it. If the product is successful for its large user-base it must first off have a sufficient database for storing all the transactions, user profiles, current active games, among other relevant data. The product must first off offer a system for creating user accounts (including a username, password, profile picture, about me, and basic details). Along with this the product must have a heavily secure login database which stores all usernames and password for the various users in the system. Another major aspect of the system is transferring funds from a bank account or credit card. When a user transfers funds they must first access the database by logging into their home page and clicking on a button labeled “Add Funds to This Account”. After clicking this, they must log into the system once more verifying they’re the user. After this is done the user can choose from either taking money from a credit card or checking account. If the user chooses a credit card, they must fill out the account name, credit card number, CCV number, and the amount they want taken out. Similarly, if the user chooses withdrawing money from a banking account they go through a similar process, but instead of credit card number and ccv number they provide a routing number and check number. Once the user has filled out these fields and submitted the information, the data is briefly stored for a few minutes, before communicating with another database respective to the user’s credit card or banking account. The bank or credit card company database first checks it’s systems ensuring that the information entered matches the information provided by the user. Then if the information matches, the database finally checks if there are sufficient funds in the account. If the account has enough funds for completing the transaction, the money gets added into the user’s account and their payment information is deleted from the database for security reasons. The main aspect of the online poker system is playing poker games with other users. The user has many options for joining these games, the main option is “Join a Game” which lets the user randomly join a pre-existing public game in the server (if none get found, then a new one is created). Another option lets users “Create a Lobby” where they can control whether it’s public, private [must enter a unique link for joining the game], or exclusive to a certain group of users (i.e. premium users that pay a monthly membership for certain perks). The GUI for the application must be simple and concise for limited hassles and mobile-friendliness. Ideally the system must respond within seconds for each action and have big servers for all the data; however, the most important aspect is security since without it the product could receive huge backlash and cause major controversy. The online poker application cannot reveal credit card or bank account information to third-party companies and immediately deletes any confidential information once the system finishes using it for transferring funds. Current open issues being investigated are loop-holes in the system like punishing users that try leaving games so they avoid losing their money versus an uncontrollable event like a power outage. Many login and account transfer fund databases could get used by the system, albeit changing the code so it applies to the specific application and re-interpreting it so hackers lack familiarity with the database architecture. Potential new problems caused by this application could be a decline in casino, hurting certain areas that strive on casinos; however, the application focuses solely on poker which doesn’t make casinos completely unnecessary. One of the largest risks with this product as emphasized before is that creating a new product which heavily relies on a user’s money is heavily risky, especially with a new product since the consumer-base isn’t large enough for losing a few customers. The early costs for this product might be a bit pricey since the application offers free account creation and any money is directly given to players; however, with concepts like a premium membership, solid marketing, and part of the pot getting donated to the company in certain cases (for instance if both players disconnect from a game). The online poker application is the main focus for developers; however, if enough progress gets made there is a strong chance the company could benefit from adding other gambling games such as Texas hold ’em or Blackjack.