Justice Martinez

CS 172-OL

6/16/2015

Project Proposal

So I am going to create a program that runs the Casino game called Omaha. This game is very similar to Texas Hold’em. The difference between Omaha and Texas Hold’em is that in Omaha instead of getting two cards dealt to you get four cards. Other than that all the other rules are the same between the two games.

The first thing that will need to be done is to make classes for a deck and for the hand that a player is dealt that will have all of the cards. These classes will be essential to the program since it is a card game. Then I will have a card class to display the value and suit of a card. Another class I will create is for players. This class will store the player’s hand of cards. I will need to create a function to deal out cards and deal them randomly. Because you can’t play the game just yourself I’m going to start the program by asking how many people want to play, with up to 5 human players. If there are less than 5 people who want to play then those positions will be filled with computer players so that there will always be five hands dealt.

I think the biggest problem I will run into is making functions that compare people’s hands. This is by far the most complex part about the game because of the diversity of the hands and the rank by which hands are judged. So I would have to come up with a way to rank the hand and give them some value so that they can be compared more easily but that would be the biggest problem to solve. The second problem that I will have to deal with is how the AI players deal with the hands that they receive and whether or not they bet or fold and all of the other doings that go into the game.