Requirements and Analysis Document for Project Dragon (RAD)

Contents

Version: 1.0

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This version overrides all previous versions.

1 Introduction

1.1 Purpose of application

Project Dragon aims to create a computer based version of the poker game “Texas Hold’em”. The game will follow standard Texas Hold’em rules, with ability to choose between different variations, such as cash game. A game will be played by players on different computers over network.

1.2 General characteristics of application

The application will be a desktop, standalone application with a graphical user interface for the Windows/Mac/Linux platforms.

The initial phase using Dragon involves creating a user with an account on which she can place money. The user can then create/join tables on which the actual poker game takes place. Doing so she specifies certain settings concerning the game, for example if the game will be in “cash game” or “tournament” mode, and more.

Then, as the actual game starts, each players is given a set of chips representing an amount of money she has chosen to put into the specific game. The game now follows the sequence of a standard Texas Hold'em round. It will end, if in "tournament"-mode when the user wins or goes out of chips, or if in "cash game"-mode when the user chooses to leave the table.

Money lost or won will be saved on the user's account.

The application will in game mode use a GUI represented by a table, similar too poker tables seen at casinos, viewed from above.

1.3 Scope of application

The maximum limit of players at a table is 10. The game should save statistics. An interrupted game should count as a loss. The application will not be designed to handle all possible security issues concerning network-gaming.

1.4 Objectives and success criteria of the project

- It should be possible to play a full game, tournament och cash game, on any of the platforms using a (possibly simple) graphical user interface.
- The application should be able to view at least one kind of statistic regarding a users play.

1.5 Definitions, acronyms and abbreviations

All definitions and terms regarding the core poker game are as defined in traditional Texas Hold'em vocabulary.

- GUI, Graphical User Interface
- Java, platform independent programming language

2 Requirements

2.1 Functional requirements

The user should be able to:

1. Join a quick game without the need to create an account.
2. Create an account containing (fake) money.
3. Create / join a table. This involves:

   a) Setting game mode (tournament or cash game).

   b) Setting table options.

   c) Possibly inviting players.
4. Handle a poker round. This involves:

   a) Different forms of betting money such as call, raise, all in and check.

   b) Folding your cards.
5. Leave a table.
6. Exit the application.

2.2 Non-functional requirements

Possible NA (not applicable).

2.2.1 Usability
NA

2.2.2 Reliability
NA

2.2.3 Performance
NA

2.2.4 Supportability
NA

2.2.5 Implementation

NA

2.2.6 Packaging and installation
NA

2.2.7 Legal
NA

2.3 Application models

2.3.1 Use case model

See APPENDIX.

2.3.2 Use cases priority

High:
User Action
Game Action
Assign Active Player
Bet
Show River
Show Turn
Show Flop
Show Table Card
Raise
Fold
Call
Check
Get Cards

Medium:
All-in
Dealer Action
Distribute Chips
Big Blind
Small Blind
New Round
Blind
Showdown

Low:
Join Table

Dragon
Exit Application
Buy In
Run Game
Set Table Options
Create Account
Game Over
Create Table
Invite Players

2.3.3 Domain model

See APPENDIX.

2.3.4 User interface

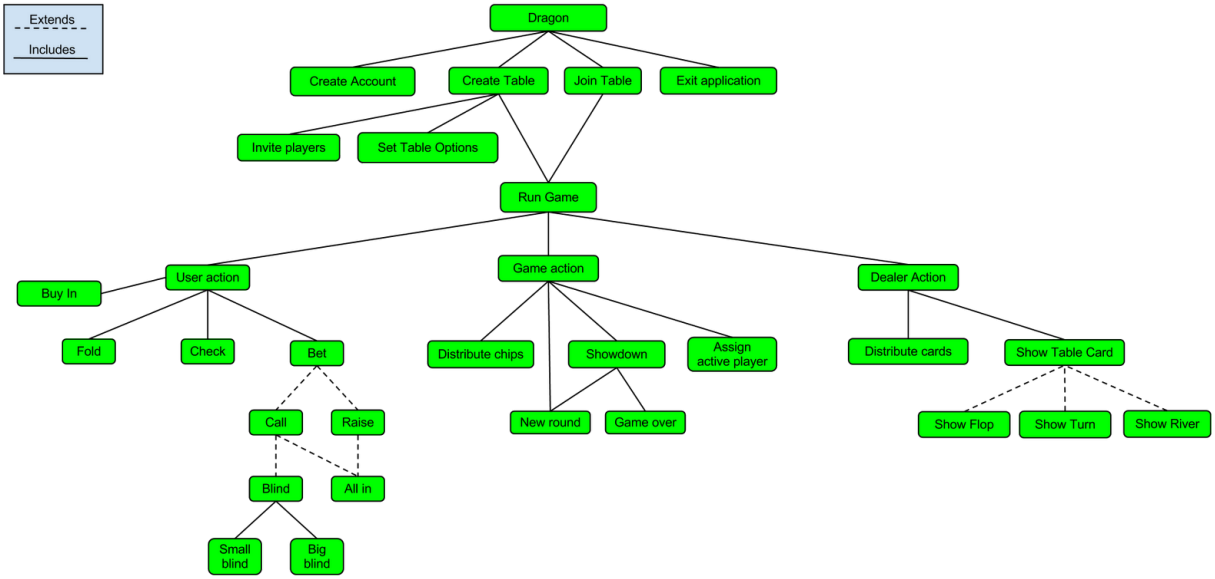
See APPENDIX.

2.4 References

NA

APPENDIX

Use Cases



Domain Model