**🃏 Action Legend (Text Format)**

* **Predict**: Start a new bet if no one has bet yet this round.
* **Call**: Match the current highest bet.
* **Raise**: Increase the current bet (requires enough credits).
* **All-in**: Automatically occurs when player bets/calls with all their remaining credits.
* **Fold**: Exit the hand; cannot win or act further.

|  |  |
| --- | --- |
| **Stage** | **Description** |
| **Pre-Flop** | Each player gets 2 private cards (hole cards). First betting (prediction) round. |
| **Flop** | 3 community cards are revealed. Second prediction round. |
| **Turn** | 1 more community card revealed (4 total). Third prediction round. |
| **River** | Final (5th) community card revealed. Final prediction round. |
| **Showdown** | If 2+ players remain, all hands are revealed and best hand wins the pot. |

|  |  |
| --- | --- |
| **Missing Feature** | **Why It Matters** |
| **Loop until bets are equal** | Prediction should continue until everyone has matched or folded. |
| **Track player turns properly** | Needs a rotating system (starting from left of dealer, wrapping around). |
| **Allow re-raising** | Players should be able to raise after someone else raised. |
| **Folded players excluded from future play** | Folded players shouldn’t get to act again or win the hand. |
| **Auto-win if one player remains** | Should exit early if only one player hasn’t folded. |
| **Reset player bet amounts at hand end** | Necessary to clean state for the next hand. |

|  |  |
| --- | --- |
| **Action** | **Allowed When** |
| **Predict** | Only when current bet is 0 (i.e., no one has acted yet in the round) |
| **Call** | Allowed if a current bet exists; player can match it |
| **Raise** | Allowed if player has enough credits to exceed the current bet |
| **All-in** | Automatically occurs if player bets or calls with all remaining credits |
| **Fold** | Allowed at any time before showdown |