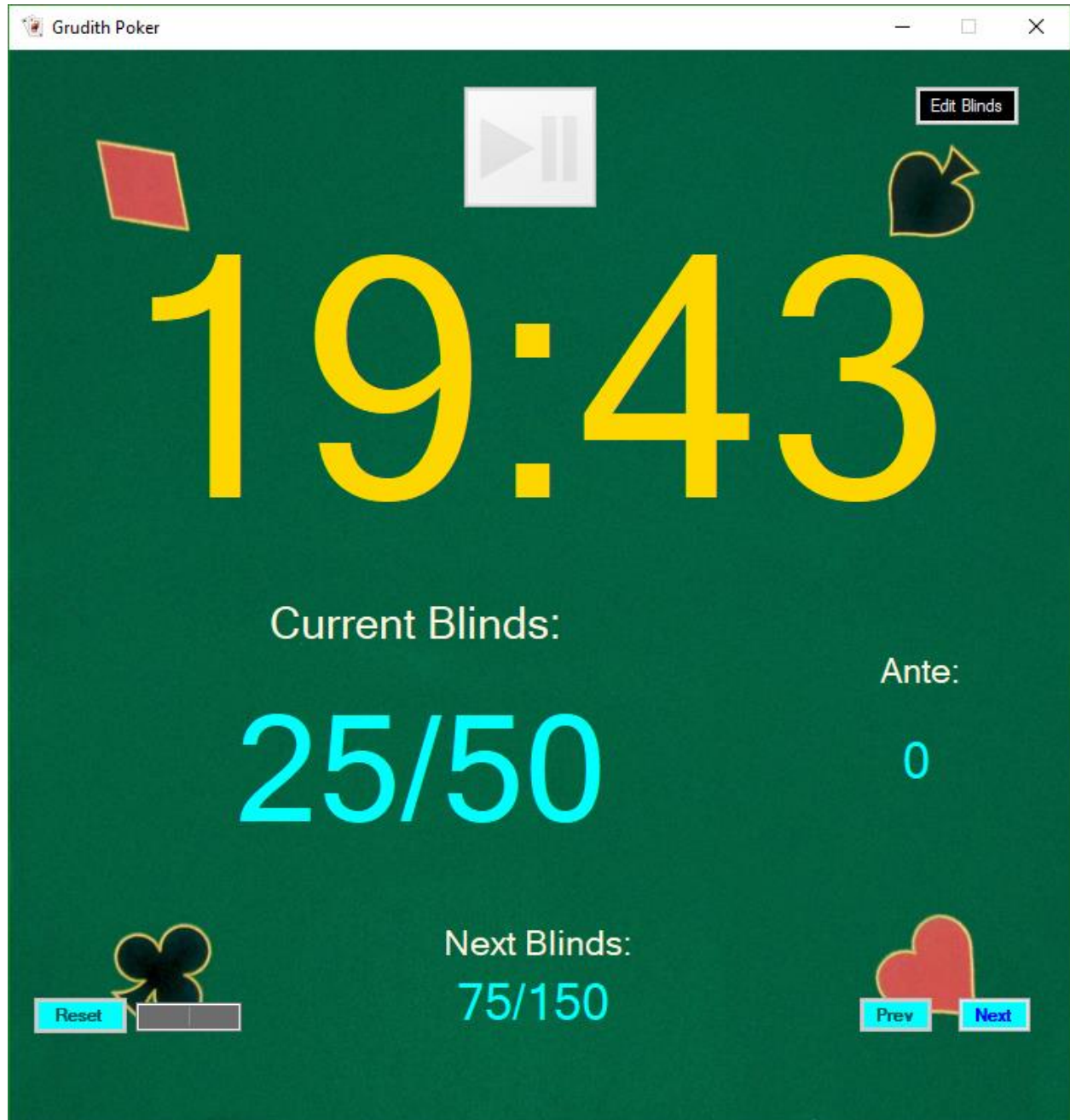


Poker Game Blind Keeper

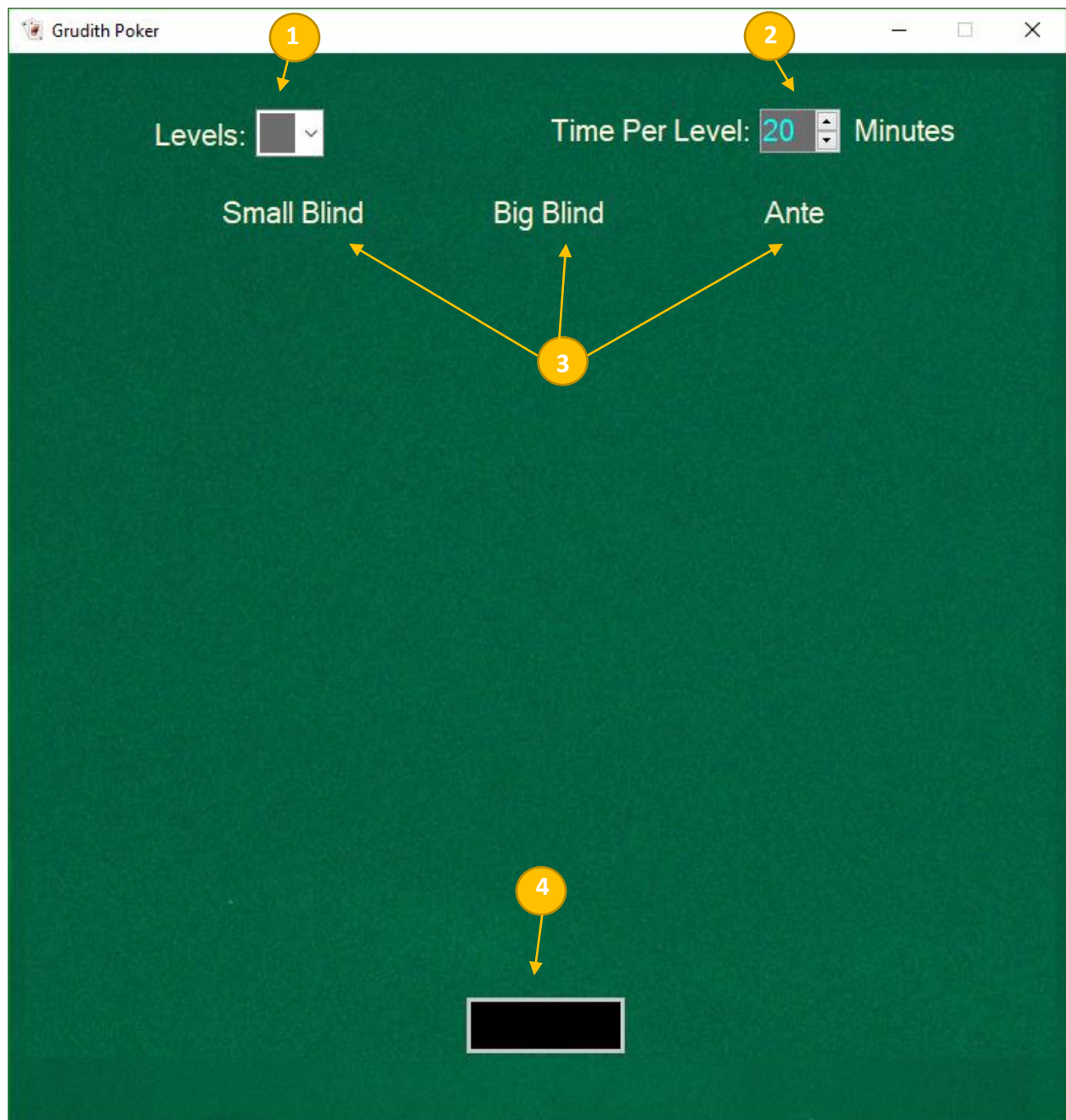


Developed By:
Louis Notarino III

Overview

This is a Windows Forms Application Project developed using the .NET framework and C#. The project consists of a single interface that allows the user to create, save, and use blind structures for a friendly poker game.

The Interface



The following is a breakdown of the interface on startup. Each number will correspond to the numbered bubble in the image above to provide a description of each component.

1. This combo box allows the user to select how many blind levels to have in their poker game. The interface holds up to eight levels of blinds and requires a minimum of one.
2. This numeric selection box is where the user will select the duration of each blind level measured in minutes. The user has the option to manually input the desired number or use the up or down button to achieve their selection. This application supports a maximum blind time of ninety-nine minutes.
3. These labels will indicate to the user where to input their desired blinds. Once the user selected the number of blind levels, the proper number of rows will be displayed for user input.
4. This button is for the user to submit the blinds that have been inputted into the interface. On startup, this button is disabled until the user selects the number of blinds to have for the game.

Setting Up the Blinds

Grudith Poker

Levels: 8

Time Per Level: 20 Minutes

	Small Blind	Big Blind	Ante
1:	0	0	0
2:	0	0	0
3:	0	0	0
4:	0	0	0
5:	0	0	0
6:	0	0	0
7:	0	0	0
8:	0	0	0

Done

When the user changes the “Levels” combo box the proper number of rows are displayed for the user to input the blinds for each level. If the user has previously inputted blinds in a previous session, the previous blinds will be loaded in by the system and auto-filled to the interface for convenience. Once the user is satisfied with the inputted blinds they will select the ”Done” button to save the blinds and display the panel for the game play.

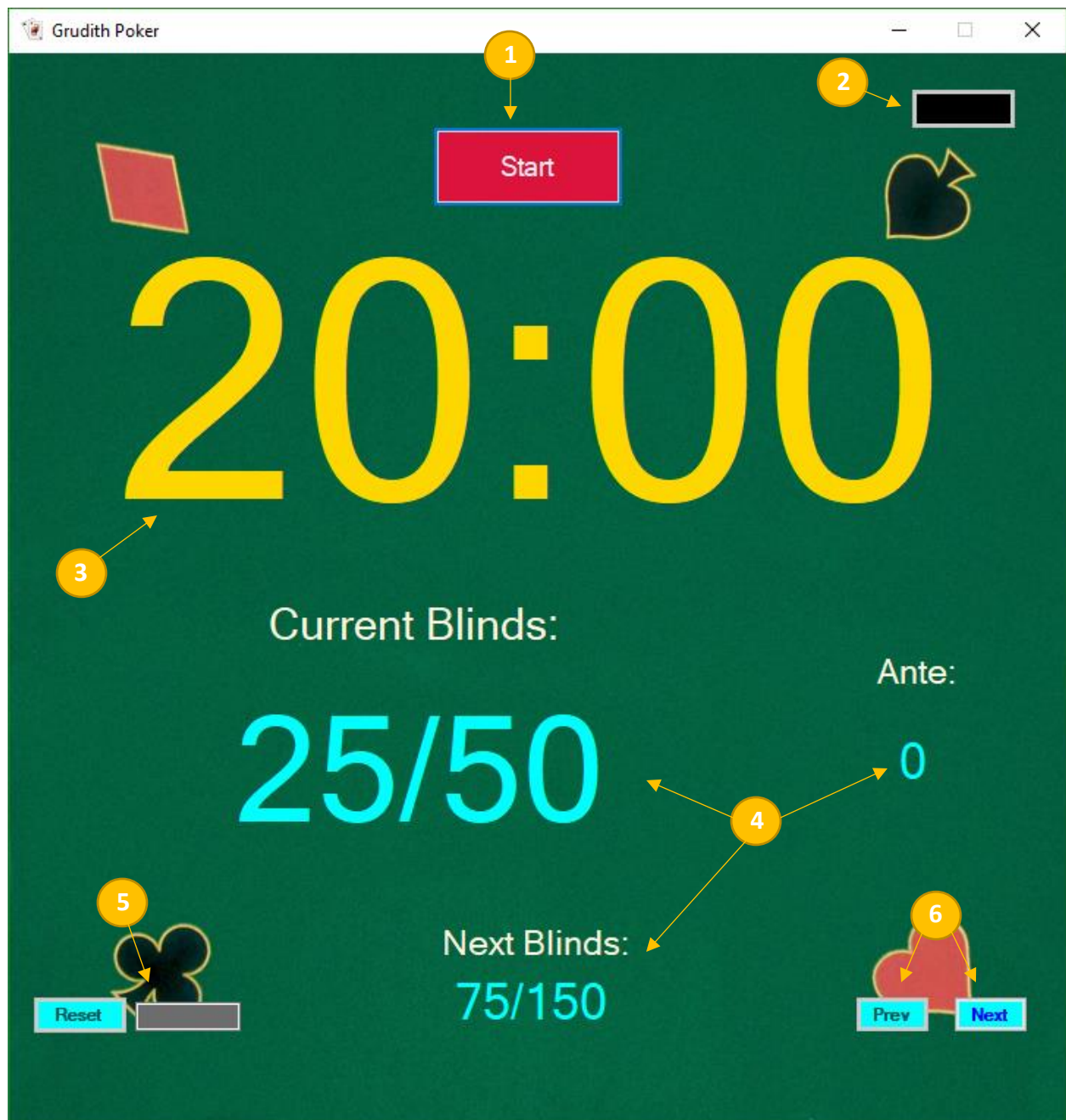
Grudith Poker

Levels:	8	Time Per Level:	20	Minutes
	Small Blind	Big Blind	Ante	
1:	25	50	0	
2:	75	150	0	
3:	100	200	0	
4:	150	300	0	
5:	250	500	50	
6:	400	800	100	
7:	600	1200	200	
8:	800	1600	300	

Done

Above is the interface all filled with the proper input from the user and is ready to be saved and begin the game.

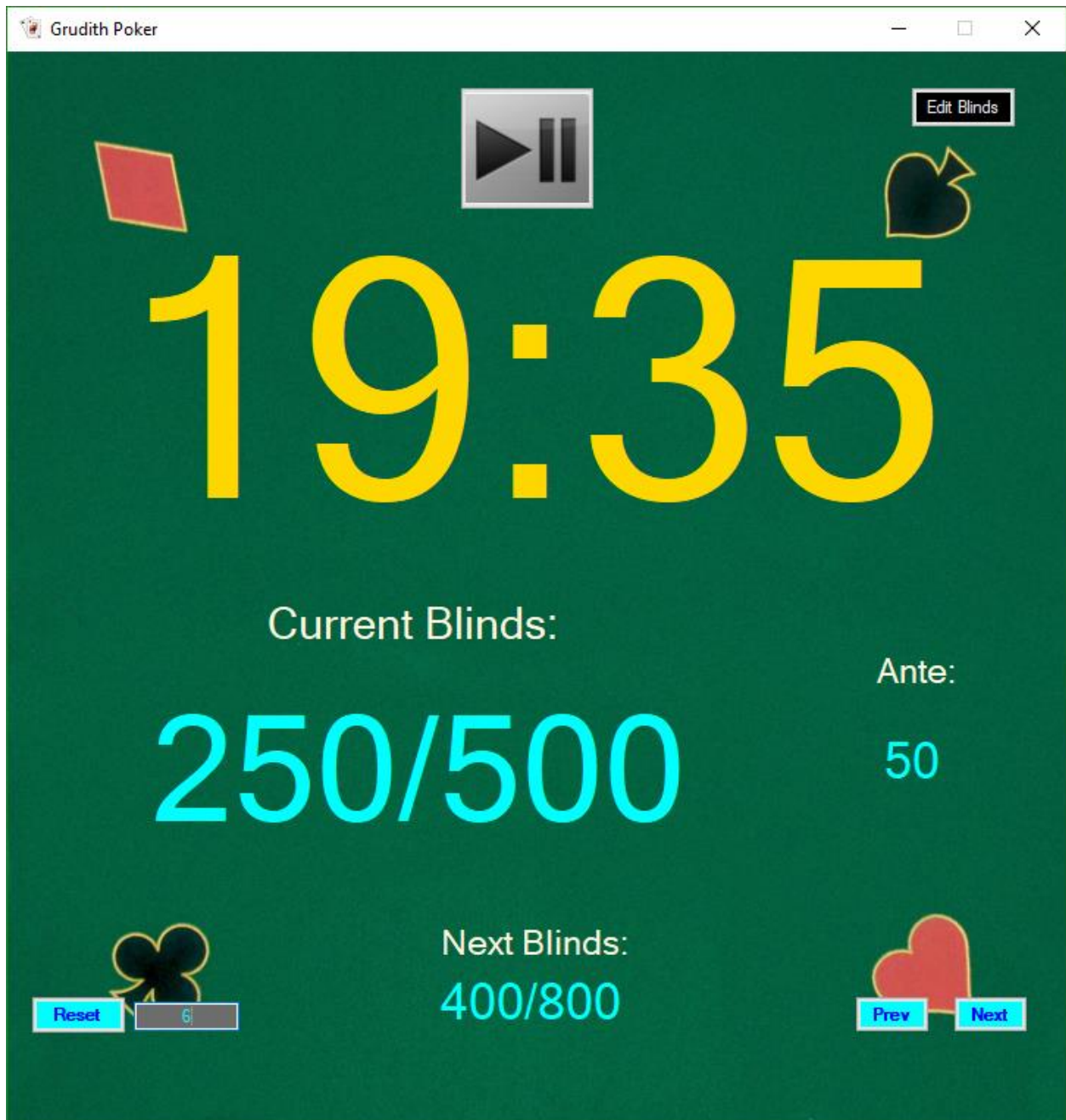
The In-Game Display Panel



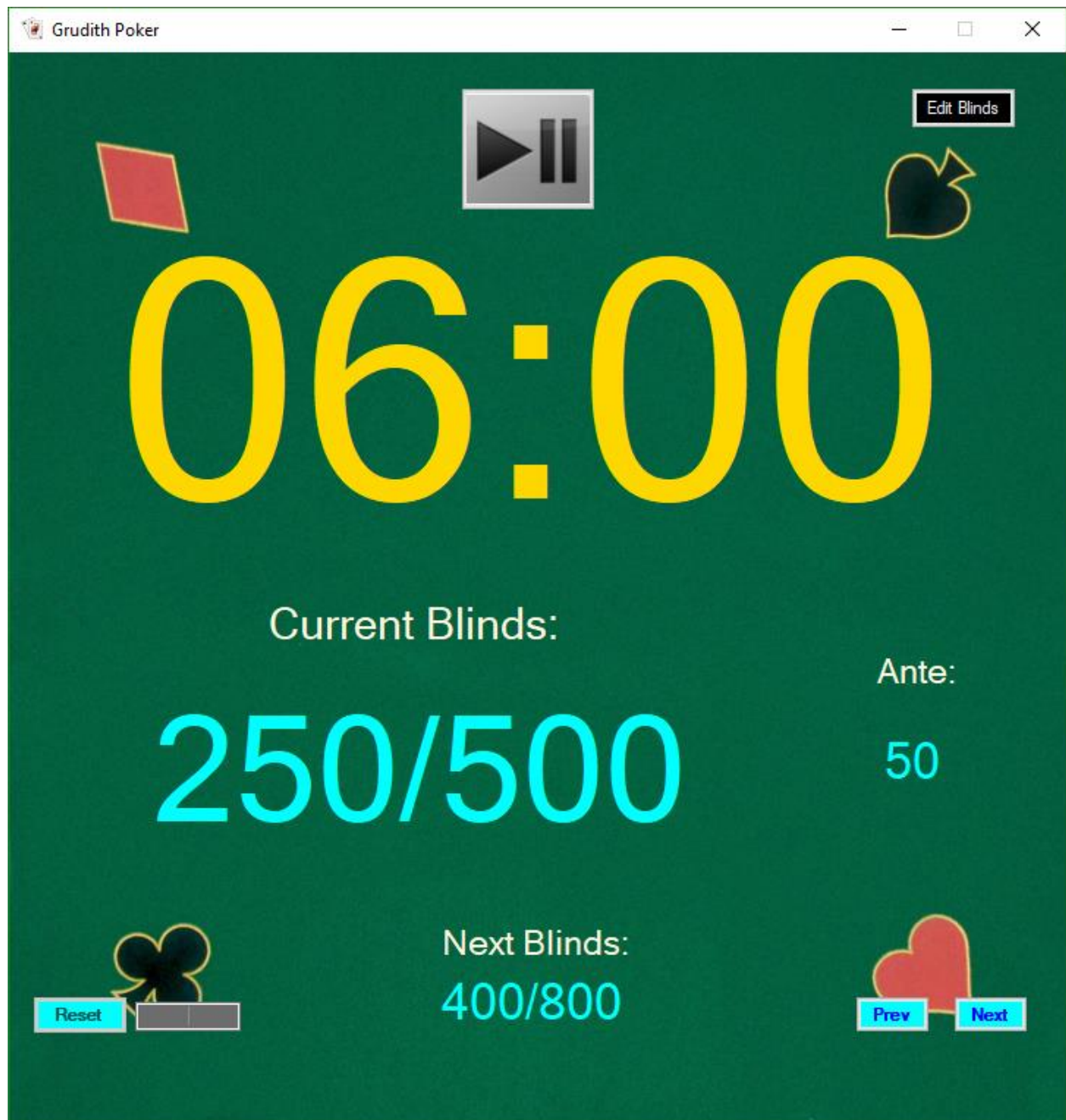
The following is a breakdown of the in-game display panel. Each number will correspond to the numbered bubble in the image above to provide a description of each component.

1. This button is for the user to start the game and to also begin the next level once one is finished. This button becomes hidden in the middle of an active level and is replaced with a pause/play button where the user can pause or resume the timer.
2. This button gives the user the ability to edit their blinds during a game. This button is disabled until the start button is pressed.
3. This is the display for the blind level timer. Once the timer is completed (reaches 00:00), a gong sound will be played and will continue to play every 30 seconds until the next round is begun by the user to remind the players the current blind level is over.
4. These are the displays for the blinds. The current blinds are displayed the largest followed by the ante display. The next level of blinds is also displayed for the players to view.
5. This section consists of an input box and a button. Here the user has the ability to change the current time on the timer to the minute. The reset button is disabled until the user has filled in the input box with the desired time.
6. This section consists of two buttons. Here the user can toggle between the blind levels. The user can jump ahead to the next blind level using the “Next” button or jump back to the previous blind level using the “Prev” button. Once the user reaches the first or last blind level the opposite button will become disabled.

Resetting the Timer



Above shows the in-game panel paused and the user has typed “6” into the reset input box to change the timer to six minutes. The “Start” button is no longer visible while the pause/play button is. The “Edit Blinds” button is also now enabled.



Above shows the in-game panel after the user has pressed the “Reset” button. The timer display now shows six minutes and the user can use the play button to resume the game.

Updating The Blinds

	Small Blind	Big Blind	Ante
1:	25	50	0
2:	75	150	0
3:	100	200	0
4:	150	300	0
5:	250	500	50
6:	400	800	100
7:	600	1200	200
8:	800	1600	300

Update

Above shows the interface now displaying the blind settings after the user has pressed the “Edit Blinds” button from the in-game panel. Here the user can make any modifications to the blinds. Once the user is satisfied with the setting they will press the “Update” button to go back to the in-game display panel. The blinds settings are saved to a text file and are loaded in to the interface upon the next startup.