

# Harvard Hold'em Poker Bot

## Functionality Checkpoint

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### Progress

This week we have fully implemented the algorithm. We do not yet have a mechanism for storing the state of the trained data so the training starts over every time the game is played. A sqlite relational database has been designed and implemented but not yet integrated in the code

We have also written the functionality of the game and the poker bot, such as cards, hands, hand ranks, shuffling, dealing, betting, and evaluating the winning hand. We have started to utilize these functions in a command line version of the game.

### Teamwork

We have divided the work between the algorithm, the poker bot, and the user interface. The only problem has been one team member who did not participate in the project at all. That has been dealt with by moving on with the three people and since then we have all worked together extremely well.

### Plan

- Finish the command line version - Monday 4/27
  - Integrate database into the code- Monday 4/27
  - Graphical user interface (hopefully) - Wednesday 4/29
  - Video - Friday 5/1
  - Documentation - Friday 5/1
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