

CS467
Spring 19
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Imai Holdem-Poker-SlackBot: Mid-Point Project Check

Team members:

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Submission Contents:

- Mid-Point Project Check.pdf
- Source code to run test suite

Project Status:

Completed

- Functional slack bot that can be loaded to any workspace
- Slackbot sends and receives messages
- Slackbot can act on a variety of slash commands
- Database integration with CRUD functionality for “lobbies” and “players”.
- Functional game engine that is integrated with our bot.
- Viewable demo of the game engine up until Pre-Flop stage
- Demo of the graphics engine
- Small functioning test suite.

TODO







- Fully functional game setup script
- Integrate player information into the game engine.
- Fully functional game play loop
- Integration of graphics engine
- Complete test suite


User Instructions:

Adding the slack app to your workspace:

- Login into a slack workspace of your choosing
- Go here:
https://slack.com/oauth/authorize?client_id=592106006037.621689135955&scope=incoming-webhook,commands,bot,channels:read,im:read
- Choose a channel to load the app and click Authorize

Slackbot Slash commands

command	description	results
/talk	A debug command used to test if slash commands are functioning for the particular slack bot.	 holdem-poker-bot APP 1:15 PM Sup. Slash commands are now working.
/make-lobby [new lobby name]	Adds a new lobby to the db	 holdem-poker-bot APP 1:14 PM New lobby [holdemfun] created! Currently has [undefined] players...
/get-lobby	Displays all available lobbies	 holdem-poker-bot APP 1:08 PM There are currently 1 lobbies available...which one do you want to join? Test_Lobby_777
/check-lobby [existing lobby name]	Get lobby name	 holdem-poker-bot APP 1:08 PM There are currently 1 lobbies available...which one do you want to join? Test_Lobby_777 Info for the requested lobby: Test_Lobby_777 [undefined/6] Buy-in \$50000
/populate	A debug command that generates 4 dummy users into the database *Can only be run once. Must run /clear_ply before using again.	 holdem-poker-bot APP 1:15 PM Debug: All lobbies have been deleted from the database. Creating dummy players on Database... Making a new lobby to put all the bots in... New lobby [Test_Lobby_777] created! Currently has [undefined] players...
/start	*NOTE: the /start command works but it responds slightly slower than the other commands. Queries database for user information, where the user is currently in a particular lobby. Parses the user information into an array	 holdem-poker-bot APP 1:11 PM 1 - Stephanie 5 of Hearts and 10 of Diamonds Total Chips - 90 Has Bet - 10 2 - Noah 5 of Clubs and 9 of Diamonds Total Chips - 40 Has Bet - 60 3 - Brian A of Hearts and Q of Diamonds Total Chips - 0 Has Bet - 100 4 - Angry Poker Dude K of Spades and 8 of Hearts Total Chips - 90 Has Bet - 10

	<p>of objects and sends it to the Poker-Holdem-Engine.</p> <p>Starts the game with the information provided, and returns the game state up until Pre-Flop.</p> <p>This information is then sent back to a slack channel.</p>	
/results	Demo graphics engine	

SlackBot Conversations:

- Send “poker” as a direct message to the slack bot (@holdem-poker-bot poker)
- This starts a conversation that will lead to the creation of a new lobby with custom buy-in

Run Test Suite

- Extract source code
- From CL “npm install”
- From CL “npm test”