**Glossary**

**System**: System for creating an interactive Texas Hold’em game center with multiple games. Players can join the games to play or spectate during real-time or replay the game after it is done.  
  
**Registered User**: A user that is registered to the system and its user details are stored in the system’s database.  
 **User Profile**: Information of the registered user containing their username, password, email and an avatar.  
 **Active User**: A registered user that is logged into the system.  
 **League**: A group of registered users all between a certain range of credit. The leagues are readjusted automatically every week in order to compensate for uneven distributions.   
 **Game Preferences**: Information of the game, such as league game type, buy-in policy, minimum bet, etc. **Game**: A complete round of poker with at least 2 and at most 8 playing users.  
  
**Game logger:** An object that contains all the moves and data of a played game. Contains the actions performed by all players in the game, the cards dealt in each round, etc.  
  
**Game Center:** part of the system that maintains games, leagues and statistics.  
  
**Data Center:** Part of the system that connects to the data base.  
 **Playing User**: A registered user connected to a game sitting in a playing seat.  
  
**Spectating User**: A registered user connected to a game spectating on a game.  
  
**Dealer**: The player in the game that decides where the small/big blind players are. This player is rotated every round.   
  
**Small blind**: The first bet placed by the first player after the dealer.  
  
**Big blind**: The bet placed after the small blind. This bet is twice the amount of the small blind.  
  
**Credit**: The currency used in the game to place bets.  
  
**Set of cards**: 52 cards in total, containing 4 different sets of 13 cards each.  
  
**User statistics**: An object which contains the user profile’s win rate, number of games played, total gross profit, highest cash gain in game, and average gross profit.