Gino Di Gregorio

Blockhead Poker

Solving this Assignment:

This assignment was actually very easy and simple to solve. With the supplied requirements PDF everything was laid out in black and white of what the end program should be. I just read this document line by line and started creating a program to this document’s specifications. I first started by implementing all of the objects described in the PDF and making boilerplate for them. Once that was done, I started to actually implement the game based off the rules of the game specified in the PDF. I continued this until I had a working version of Blockhead Poker and I feel like I was successful in creating Blockhead Poker. I have more testing to do but I have yet to find anything wrong or screwed up yet.

Interesting things I did:

* To keep track if last bet was a call, I set the bet to amount = 0 in the BetHistory. This allowed me to keep track of what the bet was without having to redo my game structure (betting and action structure). Everything else is considered a raise so the amount is tracked in the BetHistory.
* For the alpha player decision tracking I run the logic through the if statements described in the supplied PDF and just set a value int betValue = …
  + Amount of raise
  + 0 to represent call
  + -1 to represent fold

I then use these to perform the specified bet after it has been decided.

* Another interesting thing I did was I created a checkBet() inside of the Player class. Since the user will only be able to input certain options at certain times this function allowed me to always take user input. Check if the input was valid. Then either continue the game or rerun the prompt for user input. This was a clean concise way of checking this input and allowed for better code in the end.
* Most everything else I did was just to the PDF’s specifications with a few tweaks here and there to create a functioning and great game of Blockhead Poker.

Tests and Results

To test my alpha AI, I played many hands vs the AI specifically checking and keeping track of the decisions it was making based on the situations. I tried many different scenarios to see if the AI would choose the correct decision based on the logic given in the requirements PDF. For every scenario I presented the AI I received the correct decision back and I have not found a situation where it does not give the correct decision. I will be testing this more and making sure but as of now it is working as indented. Since this deliverable does not have two AI’s I am not sure of another way to test my game without just creating scenarios and checking the output of the Alpha AI’s decisions.