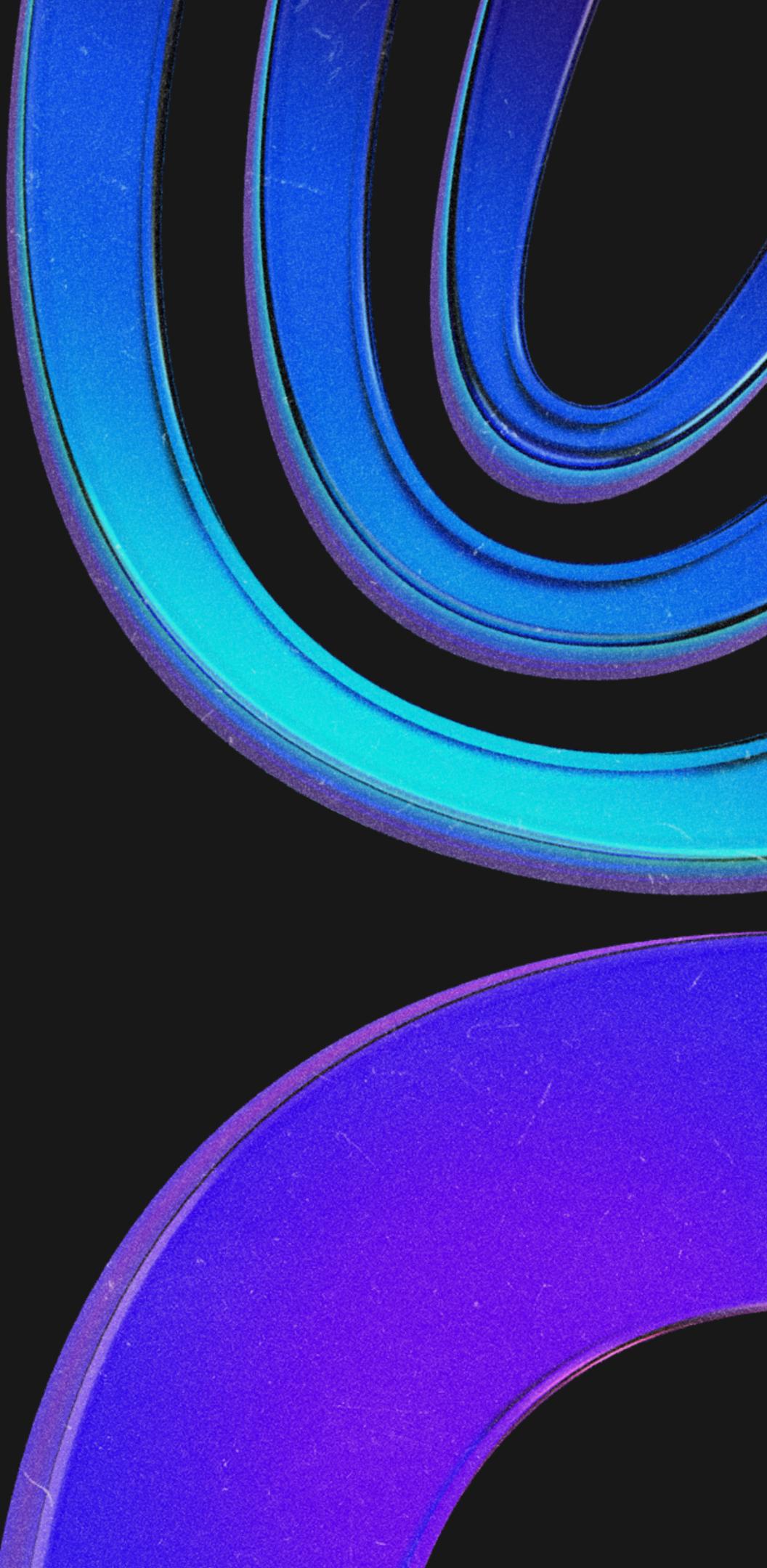


Final Project

Poker Game by Davide Rodo



Poker Game

Made in C# & Angular 17

By Davide Rodo

Introduction

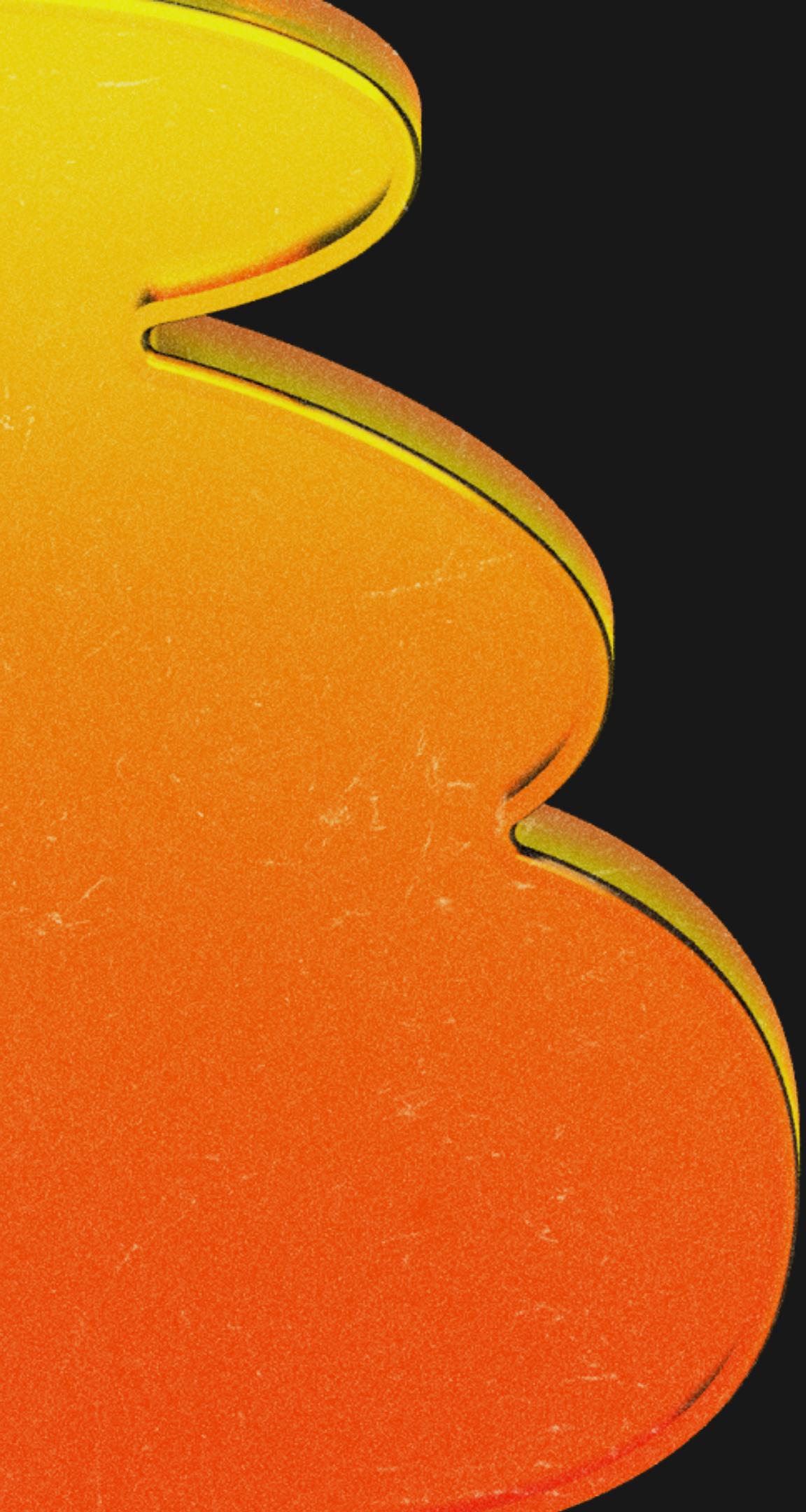
- Human vs IA Poker game UP to 5 Opponents
- AI Calculates Risk Of Move, Personality and Hand Value
- Pausable and Resumable Game
- Leaderboard to track Chips Won & Player Knocked Out

AI Algorithm

- Main Values: Personality & Hand Value
- Secondary Value: Other player moves
- Improvable: Calculate bluffs better

Multiple Opponents

- Play Against up to 5 opponents with different personalities



Resumable Games

- You can save your current game to resume it later
- Saved until you want to resume or start a new game

Totally Customizable Games

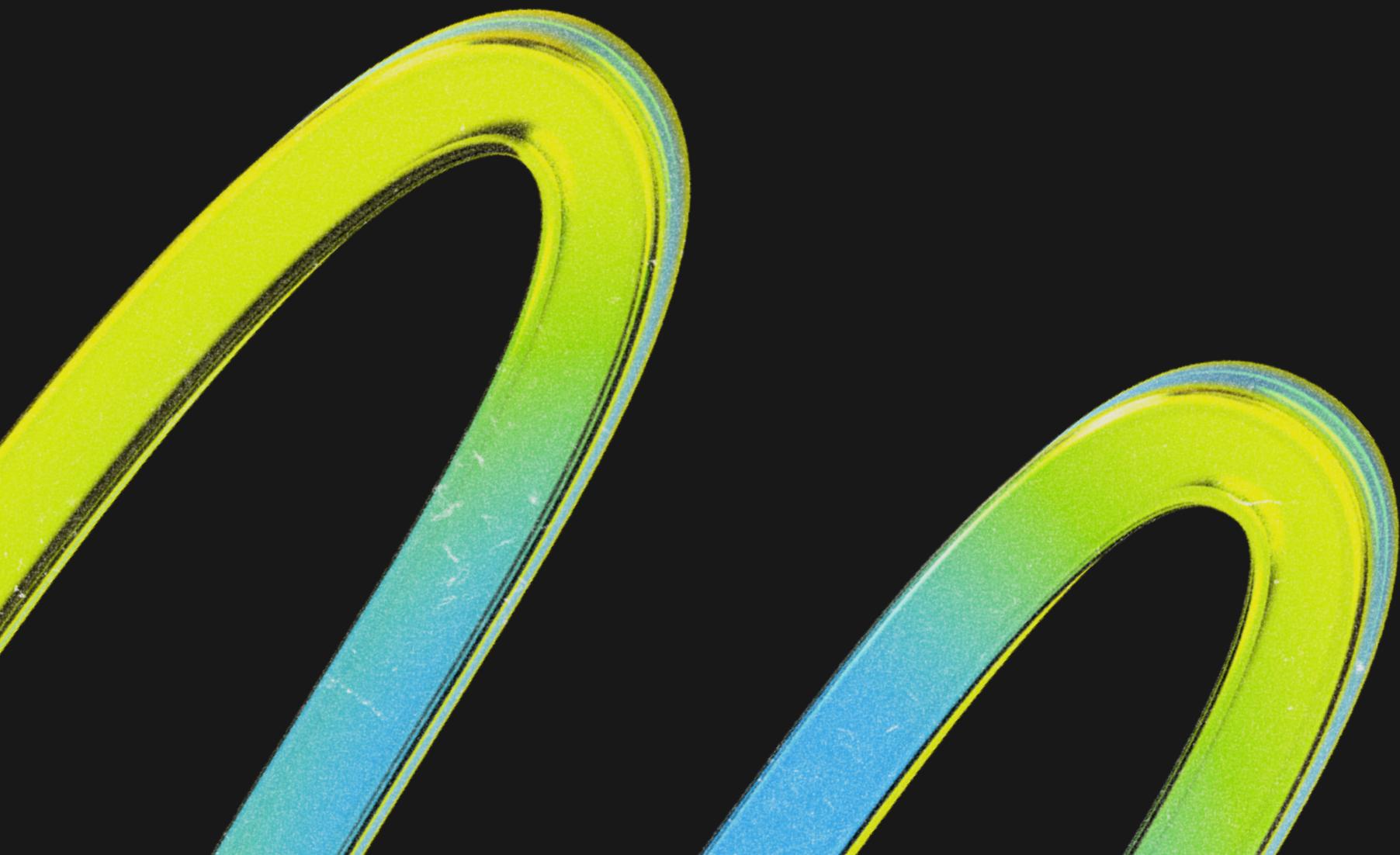
- Each game can be customized with any parameters
- Blinds (Small Blind and Big Blind)
- Number of Opponents (2-5)
- Chips

Leaderboard

- Compete to be the First in the Leaderboard
- Main Stat: Total Chips Won
- Secondary: Players Knocked Out & Tables Busted

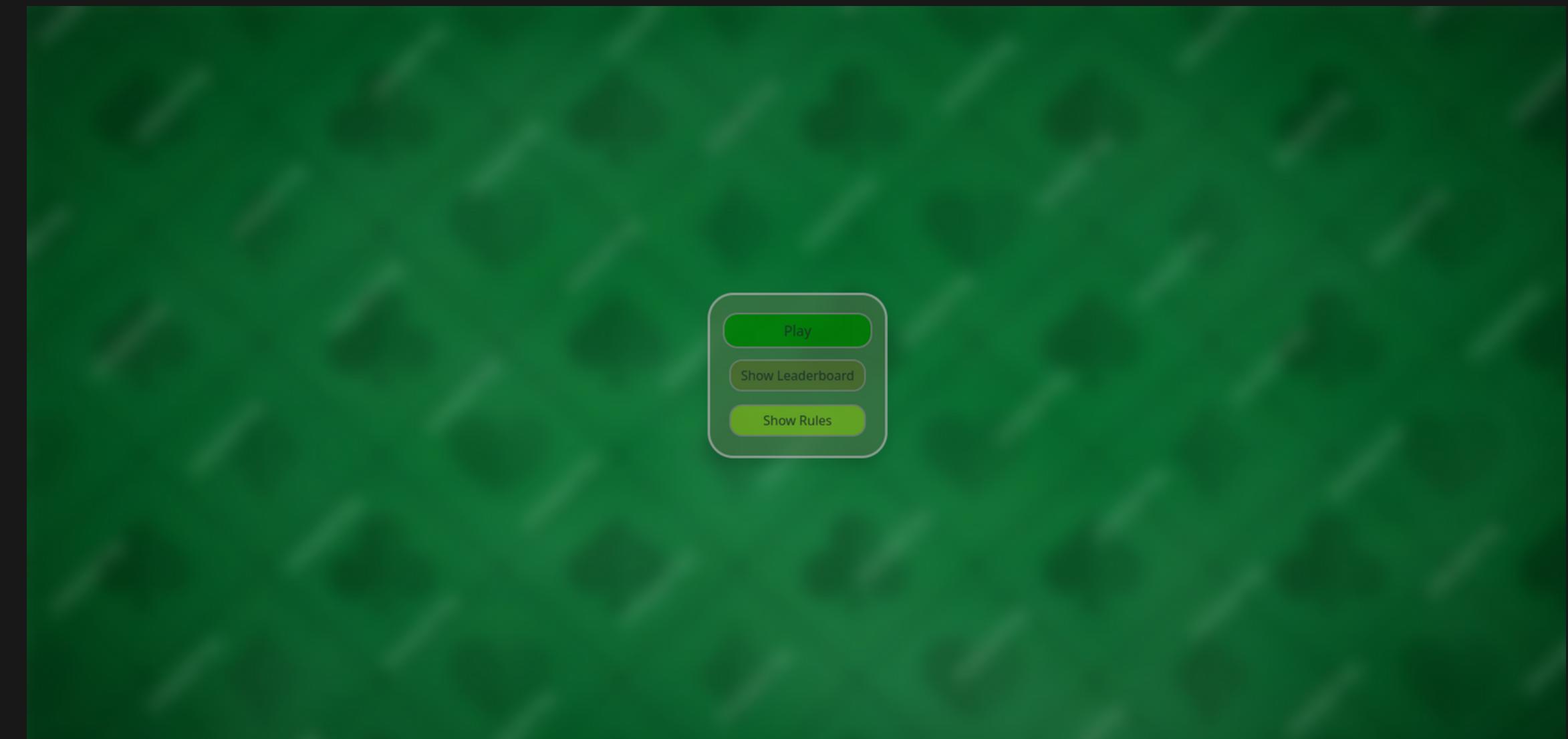
User Interface

- User Interface Based of a REAL poker table (Background to be addressed)
- Dynamic Buttons to improve the Interface Readability



Interface Examples

This is the Dashboard
From here you can
check
the leaderboard, play
and check the rules



Leaderboard Interface

This is the scollable leaderboard

Poker Leaderboard			
POSITION	EMAIL	CHIPS WON	PLAYERS KNOCKED OUT
1	dave@dave.it	60249	61
2	test1@gmail.com	5000	15
3	test3@gmail.com	2054	35
4	test5@gmail.com	1004	55
5	test2@gmail.com	1000	25

Setup Interface

From here the game will be setup with the appropriate settings and here are validators to avoid unwanted inputs

Number of Players
2

Small Blind
10

Big Blind
100

Chips
1000

Start

Play Interface

- This is the main interface, from here the game will be played



Thank You

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