BUET CSE'15

PROJECT NAME: POKER

PROJECT SUPERVISOR: SIDDHARTHA DAS

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FUNCTIONALITY:

Our Project is a multiplayer online card game which can be played by 2 different players connected with the game server. Initially every player is given 1000$ as balance. In the different stage of this game they can bet money from their balance. This bet amount is stored in a pot which is given to the winner of the deal. The game goes on until any of the player runs out of balance or anyone of the players disconnects from the server.

At first when two players connect with the server the game starts. The server opens a deck of card, shuffles it and chooses 9 cards. The players are given 2 cards each. The other 5 cards are river card. Then the players can bet money. After finishing the players evaluates their poker hand and send the server information of their poker hand. Then the server declares the winner.

Poker hand serial can be seen by the players at the very first scene of the game by clicking on the "Rules" button.
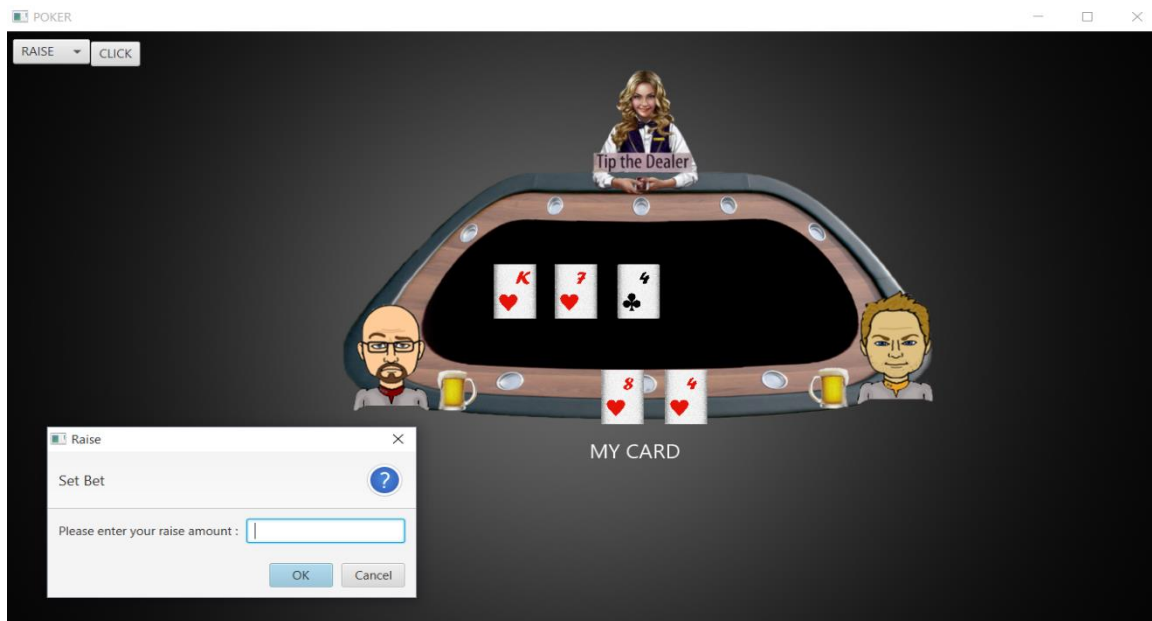
The game starts when both the player clicks on "Play" button at the very first scene of the game.

FUNCTIONS COMPLETED:

Players can connect with the server and play. Screenshot of initial scene is given here.
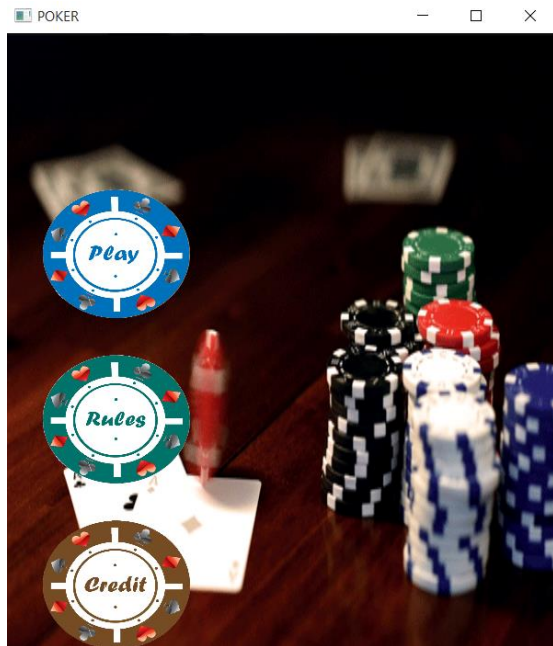
Then the players can bet, match, check or fold as their wish.

The winner and the loser both are determined by the server.

SOURCE CODE LINK:

https://drive.google.com/open?id=0B3-cRpvqq64eVVNmYmFFUDlGV1E

FUNCTIONS YET TO BE IMPLEMENTED:

We wanted that every player would get 10 seconds for each of his move. But we could not implement this.

But we are going to implement this function in our game in no time. We will implement this by using Timer.

HOW TO START THE GAME:

1. At first we need to run the "Dealer.class" file. This is the game server.

2. Then we need to run "PokerTable2.class" file twice to create 2 players.

3. Then the main game starts. We can PLAY & ENJOY...