Poker++

PROJECT GROUP 002-5

3/30/2020

# Introduction

## Group Members

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|  | Members of the project group are Shishir Acharya, Randall Ferree and Robbie Frazier. Member contributions are summarized below:   * S.Acharya: System models (state diagram), dealer code development * R.Ferree: GUI and events list, GUI and client code development * R.Frazier: Requirements table and system models (context, activity and class diagrams) |

## Project Overview

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|  | The scope of this project is to design and develop a multiplayer 5 Card Draw Poker software system. The system will consist of separate applications for a dealer and multiple players and will support inter-application communication. The rules of the game are based on the information found in the video at the address below.  <https://www.youtube.com/watch?v=UmtSUhSfyYE>  The primary requirements were derived from a project description document provided by the primary stakeholder – Mr. Bud Davis, instructor of the CSE-3310-002 course during the Spring 2020 semester at the University of Texas at Arlington. Additional requirements were determined by in-class discussion and collaboration among the members of this group. |

# Requirements

## Requirements Table



|  |  |
| --- | --- |
|  | See Requirements Table file (Requirements Table Rev1.xlsx) |

## User Interface

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| --- | --- |
|  | Requirements Cross Reference   1. Button – 10.00, 10.07, 10.12, 10.13, 10.14 2. Button – (Check) 10.00, 10.02, 10.03, 10.04, (Discard) 11.00, 11.01 3. Button – (Call) 10.00, 10.10, 10.11 (Bet/Raise) 10.00, 10.05, 10.06, 10.07, 10.08, 10.09 4. Slider – 10.00, 10.05, 10.06, 10.06, 10.07, 10.08, 10.09, 10.10, 10.11 5. Client cards – 3.02, 11.00, 11.01 6. Other clients – 3.02, 13.00 7. Info – 9.01, 10.00, 11.00, 12.00, 12.01, 13.00 |

## System Models

|  |  |
| --- | --- |
|  | context diagram    state diagram  activity diagram |

# Software Design

## Class Diagram

|  |  |
| --- | --- |
|  | A screenshot of a cell phone  Description automatically generated |

## Difficult Mechanization

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|  | The team held a lengthy discussion regarding how to structure cards. Ideally, cards could be treated as objects and passed as pointers from the deck to the player to the discard pile. However, the requirement to pass cards via json strings presents a challenge. |











# Project Evaluation

## Summary

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|  | *Look at Project Test Report for the test cases, defects, and project summary* |