Poker++

PROJECT GROUP 002-5

3/18/2020

# 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) * R.Ferree: GUI and events list * R.Frazier: Requirements table and system models (context and activity 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 |

## User Interface

|  |  |
| --- | --- |
|  | 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

|  |  |
| --- | --- |
|  | 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. |

# Test Procedures

## Test Case 1

|  |  |
| --- | --- |
|  | Describe first test case here |

## Test Case 2…

|  |  |
| --- | --- |
|  | Describe second test case here… |

## Defect List

|  |  |
| --- | --- |
|  | List all defects found while executing tests. Describe the defect, test case where identified, how corrected |

# Project Evaluation

## Summary

|  |  |
| --- | --- |
|  | Summarize the results of the project here |