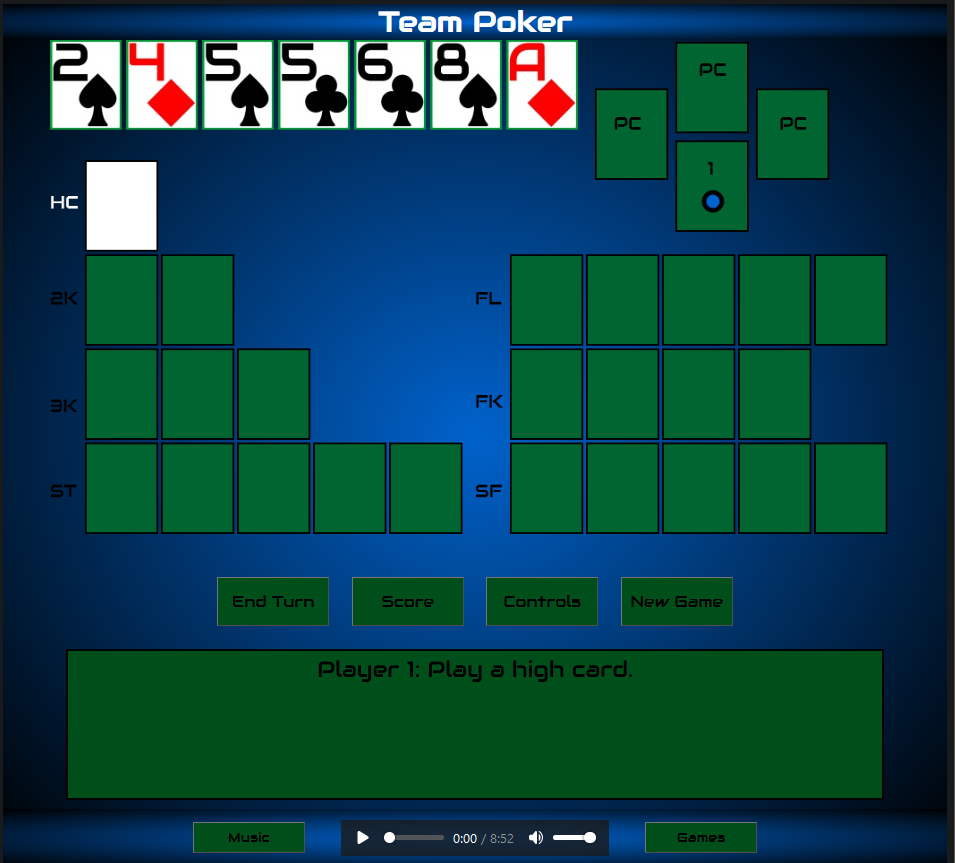
Richard A. Perez

Team Poker

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**Team Poker**

Description: A card game for one player with 4 players working together to fill in all available hand types. Score accumulates with card values. Playing the best hands possible is most likely scoring best, but you can save cards for playing later for more points. The UI gives the players cards to use and place in each section as it is possible. Scoring is based on card value with a hand difficulty offset for completing higher ranking types of standard poker hands. This means 3 of a Kind is > than a Pair and Flush is > than Straight. Of course you can save all your cards as best you can for the Straight Flush but don’t be afraid to play the smaller hands with Aces to see if the PC can help finish them.

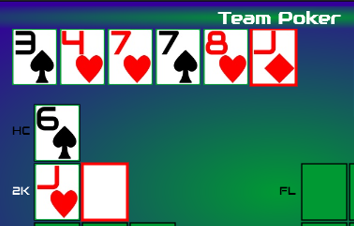
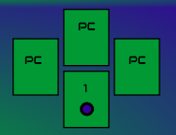
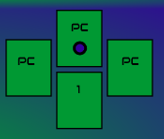
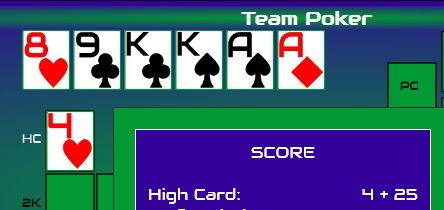
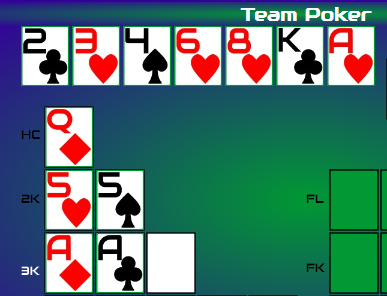
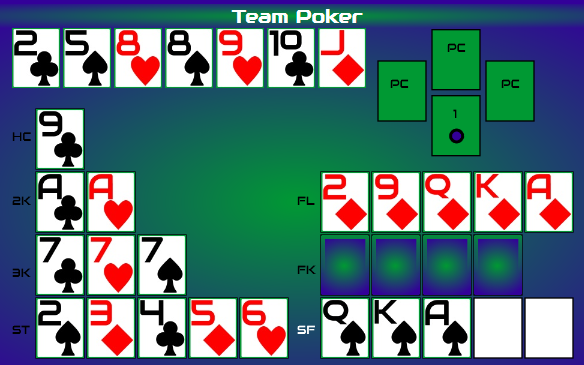
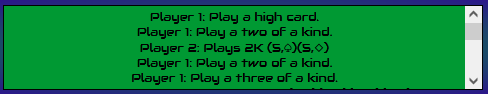
Demo Screen: Explains the game visually, simple logic to play, and allows for screen scaling.

Project Code Base: <https://github.com/Richard19Perez77/JS_team_poker/>



UI: Consists of Drag n Drop or keyboard controls to move cards into open slots of current hand. Allows for ending turn without play, check score, see controls and start a new game.

Focus Points:

1. Cards
   1. 
   2. List
      1. Cards are shuffled and dealt into 7 cards to players.
      2. User selects a card and plays it only once per game.
      3. Drag n Drop
      4. 
      5. Keyboard Select Drop
      6. 
   3. Explain deck
      1. Standard 52 Card Deck of French suited playing cards
      2.    
2. Player Table
   1. The player marker table has a simple faux table layout, 1 indicates player one’s turn and the other three players are all PC players’ this means it will move to the next player automatically. The game cycles through PC player’s automatically as they play or don’t.
   2. 
   3. Marker here is at player 3, a PC player.
   4. 
3. Placement Sections
   1. General Rule: Can play a higher card if you want to or play a lower card to save cards for other hands. If PC player plays a card and you play one over it, you now have that replaced card in your deck. Some hands can be partially played to start scoring, PC players must continue with at least one card to allow player to finish.
   2. High Card – High Card played scores value of card. Two of a Kind – Two cards with matching value. Example shows High Card slot empty, filled with 4 points and replaced with Ace for 14 points plus bonus offset for difficulty, which increases.
   3. 
   4. 
   5. 
   6. Pair – The Player must play 2 cards to make a scorable pair, same value is needed.
   7. Three of a Kind – Three cards with same value makes a standard three of a kind. Player must play at least 2 cards to let PC finish. Here the PC has played 2 Aces in hopes of another player completing. I have an Ace so I will play it for the score.
   8. 
   9. 
   10. Straight – Five cards must be played to complete, you can play part of it if you think the PC can finish it, with 0 or 3 cards played.
   11. Flush – Any Five card of the same suit must be played to complete a flush, you can play part of it if you think the PC can finish it, with 0 or 3 cards played.
   12. Four of a Kind - Four cards with same value makes a standard four of a kind.
   13. Straight Flush – Five cards in the same suit with consecutive values make a straight flush. Player can play 0 or 3 cards to start hand. PC will try to finish hand, if it is possible, if you notice the Jack and 10 of Spades has not been played yet so it will try to partial solve the hand in hopes of you or other PC player finishing it. Try to be aware of cards played so you know it’s possible to finish a started hand.
   14. 
4. Buttons
   1. End turn – Button used to end player turn, moving to PC turns.
   2. Score – Score button explains current score.
   3. 
   4. Controls
   5. 
   6. New Game
5. Text Updates
   1. Updates of game as it progresses. It also tells why a play wasn’t able to complete, in case of only 1 card in a four of a kind played, the player will be updated that 2 cards need to be played.
   2. 
6. Music and Blog Section
   1. Allow for music to be played and traverse to my blog.
   2. C:\Users\12067\Pictures\music.PNG