

Poker

Alba Clemente – up201602078

António Jorge Aguiar do Vale – up201404572

Ricardo Jorge Menezes da Rosa Neves – up201405868

Purpose of the Application

Create a multiplayer game in real-time that uses a maximum of 9 players simulating a cash game of poker (a type of game in poker). Since, obviously, it's not going to be possible to work with real money, each player will start with a limited amount of play money and will have the option to choose the buy-in he wants to start with in the table (attending to the limits). Poker is a card game that plays with one deck only. The type of game that is going to be implemented is No Limit Hold'em which is one variant of the game of poker. To play this game, each player is dealt 2 cards. There's a round of betting, with at least 2 players always being forced to bet the minimum (blinds). After the bets are closed, 3 cards are dealt to the board (called flop), another betting round takes place with those who paid the minimum or any raising bets. After that comes the turn and the same happens. And finally the river. After the bets close on the river, if none folded the hand, we see a showdown and the best combination of 5 cards between the 2 in the hand and the 5 on the board, wins.

Main Features

- User interface
- Real-time online multiplayer
- Creation of a host that can make the game playable without anyone on the table.
- Information management according to the games rules.

Web Services

The service that this project will use is Java RMI. It will be done on a Clients/Server based protocol to be able to have all clients knowing where they stand at the game and for it to be fair to every one of them. The server side, as referenced above, will take care of most of the information management and run the game itself while receiving and sending the necessary information to the players. On the client side, it will have the interface, the action buttons and the individual information regarding the player. This side will send the information on chips and buy-in aswell as every action made by the player.

Target Platforms

Java standalone application for PC

Additional Services and Improvements

Making it possible to play in real-time on the Mobile Device (Android) aswell.