

Poker Cash Game Session Tracker

Application Concept

The application will be able to add a poker game, and collect information about the location, time, stakes, game type, and buy in. These games must be able to be edited later so the user can update their cash out total later, or delete the game if needed. Once the user has cashed out from a game, the end time is saved, which can also be manually edited. The application will also be able to display statistics about the users games to them in a few different ways.

Key Functionality

Login/Registration

Users can register and log-in to accounts.

Add a Game

- StartTime: Inferred through Android's DateTime
- Location: User input or Android's Location class
- Stakes: User input
- Buy in: User input
- Cash out: User input
- EndTime: Inferred through Android's DateTime

Edit a Game

Ability for a user to edit any field or delete any current/past game.

Game Statistics

Each game will have statistics recorded plotted. Statistics that will be recorded including game time, Winnings

- Big blinds/hr
- Win/Lose rate
- Variance/Std. Deviation

View Time Dependent Statistics

Filter the games to evaluate by type and stakes. Review big blinds/hr as a plot, will also provide overall summary statistics for the selected games below the plot.

Possible filters:

- Games played within a certain time/date
- Length of game
- Winnings
- Big blinds/hr
- Wins/ or Losses
- Variance/Std. Deviation

**This list will be refined as we move along in our app's development*

Architecture

Android System Components:

LoginActivity:

- User profile is selected by entering username/pw
 - Unique usernames required, if the user is new they are prompted to confirm their password as well
- Successful login leads to GameListActivity

GameList Activity:

- List of games present in DB
- Allows user to navigate through their games
- Acts as a home screen/landing page once user is logged in
- In progress games are differentiated by a yellow tint
- Games where cashOut > buyIn differentiated with a green tint, grey tint for no change, red tint for losing games.
- A single game may be selected to be edited via the GameEditActivity

- If a selected game is finished the user may also enter the SingleGameStats view for that game
 - Button to enter MultiStatsActivity
- GameEditActivity:
- Activity to add a new game or edit an old game.
 - If the game is new users are able to 'Start' the game making it in progress, unless a non default value is given for startTime.
 - Adding a cash out value to an in progress game ends the game populating the endTime field
 - All fields in a finished game may be edited, including endTime and cashOut
 - Delete button to delete a game, user will be prompted if they are sure
- SingleGameStatsActivity:
- Provides a summary of a single game, including amount won/lost, win/loss rate in big blinds/hr, and the date/location/gametype.
- MultiStatsActivity:
- Slider to select min/max stake games to analyze
 - Fields where user can enter start and end dates, so that a range of time can be analyzed, if left blank all games are analyzed (default value of fields will be date of first and last game)
 - Possible checklist to select types of games to analyze (texas hold'em, ect...)
 - Button to confirm, will send entered parameters to StatDisplayActivity
- StatDisplayActivity:
- Displays a plot of average big blinds won/hr over time for the given parameters.
 - Below the plot summary statistics will also appear such as standard deviation, variance, average winnings, etc.
- Storage:
- Sqlite database

List of work items for each team member

Ryan Vinh

- Login Activity
- GameListActivity
- SQLite database storage

Ryan Burke

- GameEditActivity
- SingleGameStatsActivity
- SQLite database storage

Miguel Chavez:

- MultiStatsActivity
- StatDisplayActivity
- SQLite database storage

Storyboard

