

B.S. Poker

CSC 667 Term Project
Spring 2017, Professor Roberts

Team BS

<https://github.com/SFSU-CSC-667/term-project-spring-2017-team-bs>

Jimmy Chung
Yuning Hong
Jordan Leong
Steven Lum

Tables of Contents	Pg. #
2. Entity Diagrams	2
2a. Attempt One	2
2b. Attempt Two	3

2. Entity Diagrams

2a. Attempt One

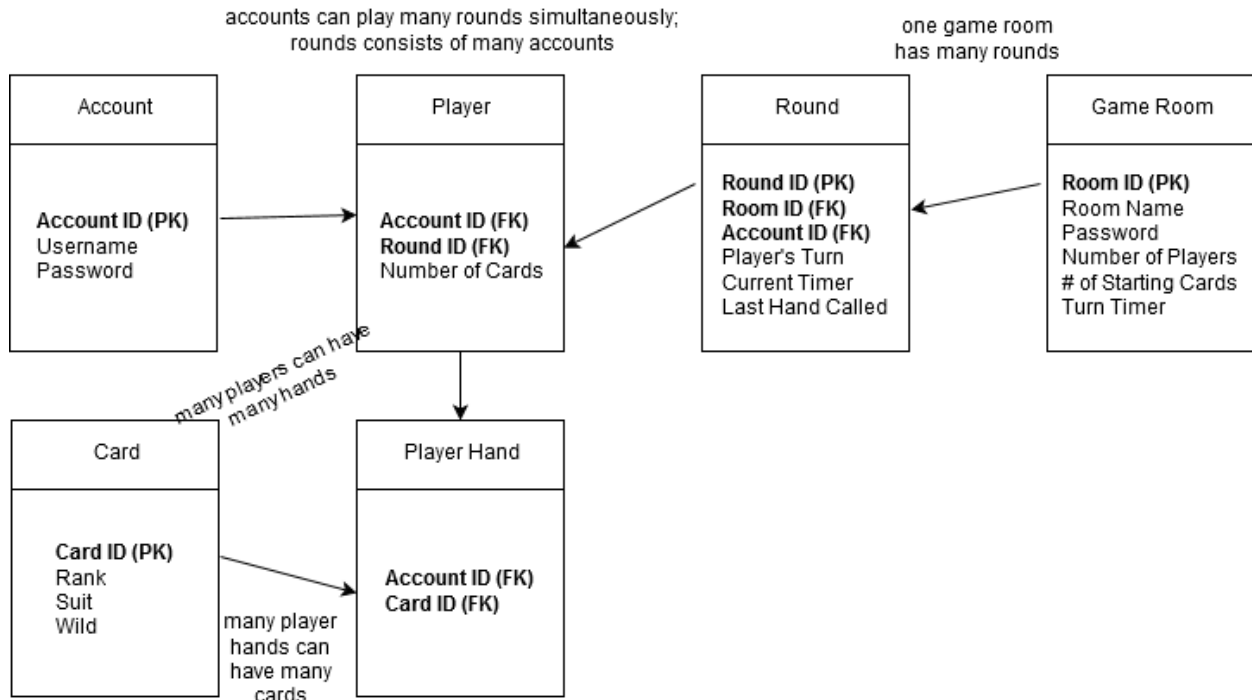


Figure 2a. Entity Diagram Attempt One

Account : Holds account information

Player : Holds player information in the current game

Round : Holds current round information

Game Room : Holds the current settings of the room

Card : Holds information of each card

Player Hand : Holds player's current hand

2b. Attempt Two

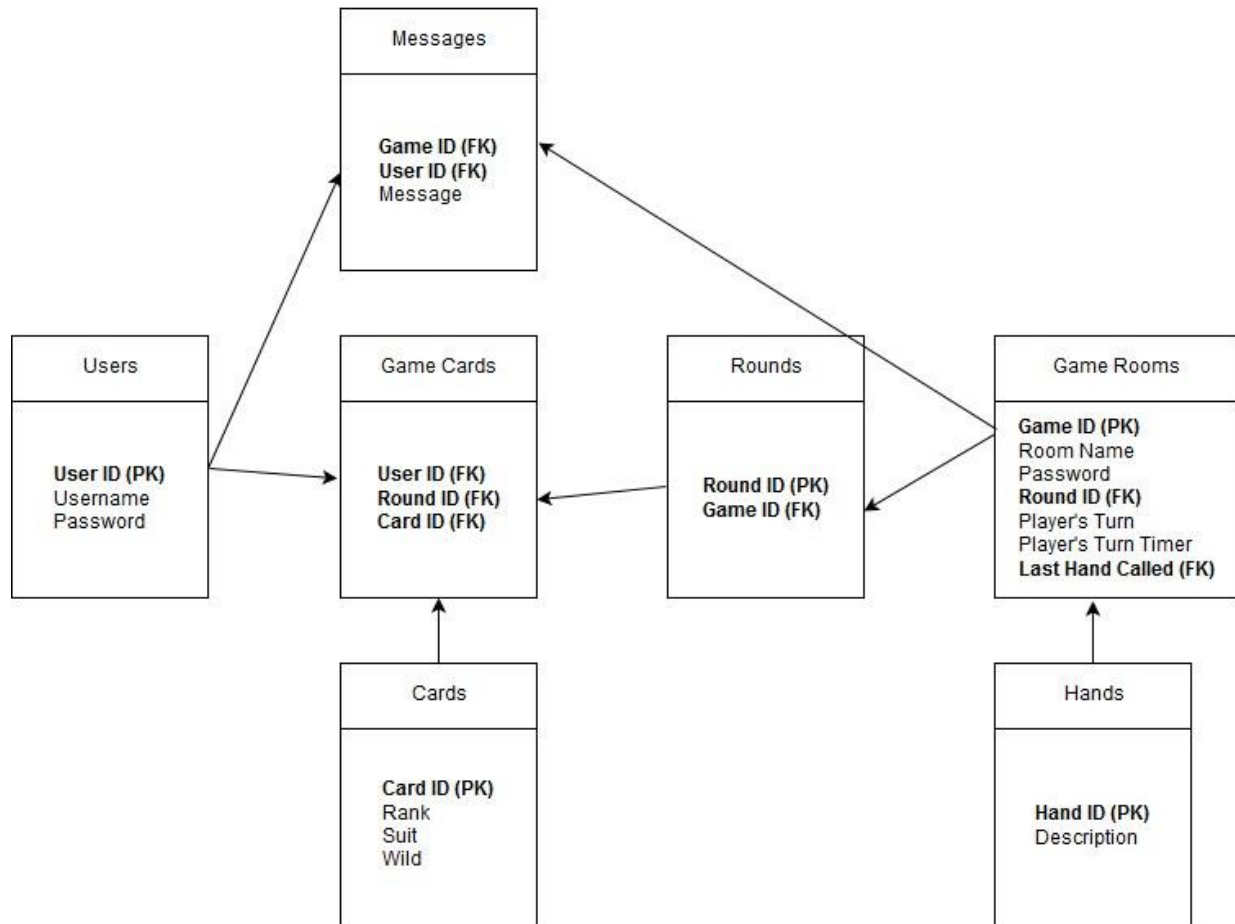


Figure 2b. Entity Diagram Attempt Two

- **Messages** : Chat box functionality
 - Users shall see messages by other users in the same game room
- **Users** : Stores user information
 - Passwords shall be encrypted
- **Game Cards** : The cards owned by users in a single game instance
- **Rounds** : The current round of a single game instance
 - Users shall play multiple rounds in the same game room
- **Game Rooms** : Stores game room instances and their settings
 - Passwords shall be encrypted
- **Cards** : The default deck used in every BS poker round
- **Hands** : The different combinations of cards
 - E.g. The handid for “Full House of Aces” is greater than the handid for “Three 7’s”, so the former beats the latter