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

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3. API

3a. POST /games

- Create a new game
- Add a row to Games with the game settings
- Add a row to Game Cards with current user and the new game
- Add a row to Messages with current user and the new game
- Redirect the current user to the game page

3b. GET /games/:id

- Retrieve a row from Games specified by :id
- Render the game lobby template

3c. POST /games/:id/join

- Add a row to Game Cards with current user and the game specified by :id
- Add a row to Messages with current user and the game specified by :id
- Redirect the current user to the game page

3d. GET /games/:id/start

- Update players turn to be the userid of the host
- Set players turn timer to be 30 seconds in the future
- Render the in-game template

3e. DELETE /games/:id/leave

- Remove the current user from the game
- Delete rows from Game Cards and Messages containing the current user
- Redirect the current user to the home page

3f. POST /games/:id/callhand

- Retrieve last hand called from Games
- Current player calls higher hand, updating last hand called
- Update players turn to be the userid of the next player (clockwise)
- Set players turn timer to be 30 seconds

3g. POST /games/:id/callbs

- Retrieve last hand called from Games
- Retrieve rows from Game Cards where userid!= 0
- If BS is successful, previous player loses a card
- If BS is unsuccessful, current player loses a card
- If the player who lost a card has one or more cards left, update players_turn to be the userid of that player
- If the player who lost a card has zero cards left, update players_turn to be the userid of the next player (clockwise)
- Set players turn timer to be 30 seconds in the future
- If two or more players are alive, rerender the in-game template for a new round
- If only one player is alive, delete rows from Games, Game_Cards, and Messages given by :id, and redirect the current user to the homepage