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CS 318

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Project Course CS-318 Jokers Problem Statement

When playing a typical game of poker, one may find it to be simple in terms of mechanics. It does not take long to learn this type of card game, especially if you have a list of how each hand is valued. To master this game, a player must go beyond folding, raising, and calling. They must efficiently calculate their odds of winning, react accordingly, and bluff in a convincing manner to make a profit. To newcomers, this game seems to be just a game of chance, because they cannot possibly bluff when they do not know the estimated value of their own hand. Some video game versions of this game calculate the player's chances of winning for them. In addition, players do not have to pay attention to their own "tells" because their computer does not have the ability to read them. In that case, why bother playing?

To effectively make a poker game in the context of a video game, one should focus on the difference between the physical and virtual mediums. Enter Jokers, a reimagined game of video poker that encourages players and opponent AIs to cheat. By using different cheating methods and card mechanics such as false shuffles, dealing seconds, bottom dealing, and so forth; you, the dealer, will have to find ways to out cheat your opponents. We intend to invite new players who have never played poker before to understand the game a lot better through a different lens.