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Title: Poker

Project Summary: A very basic game of poker that two players will be able to play locally. It will resemble Texas Hold'em poker at a very basic level but will not abide by all rules associated with Texas Hold'em and may create new rules as is convenient.

Project Requirements:

Requirement ID	Description	Responsibilities
UR 1	Players must be able to see the current value of the pot.	Display the value of the pot.
UR 2	Players must be able to see the current bet.	Display the value of the current bet.
UR 3	Players must be able to see the current round.	Display the current round number.
UR 4	Players must be able to fold on their betting turn.	Remove the player from the list of players.
UR 5	Players must be able to call on their betting turn.	
UR 6	Players must be able to raise on their betting turn.	Raise the current bet value.
UR 7	Players must be able to specify the amount of the raise when they choose to raise on their betting round.	
UR 8	Players must be able to choose to save the game after each dealing round	
UR 9	Players must be able to specify the hand they want to play after the last betting round.	
FR 1	After a player raises, all previous players must have the chance to bet again.	
FR 2	Values of hands must be compared.	

FR 3	The player with the highest value hand must be declared the winner.	
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UI Mockup:

User Interface: Command Line

About this mockup:

The text contained between horizontal line and the line of dashes contains the layout of the text that will be displayed to the user. Two sets of lines are provided to clarify which text is inside the lines and will be displayed and which text is a description and will not be displayed.

Example:

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This text would be displayed to the user.
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In some cases an example is provided to clarify. The examples are contained between two lines of asterisks(*) and are also between the horizontal line and dashes.

Example:

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Display a number and a letter (#, Letter)
*****
EXAMPLE:
Display a number and a letter (5, B)
*****
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Before each screen a short description of how the user will interact with that screen is provided.

Mockups:

Introduction Screen: The user enters the number of people that are going to be playing the game and hits enter.

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Welcome to Poker!
Enter number of players:
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Bet Screen: The user enters either 1,2, or 3 to select the type of bet they wish to make. They do not need to hit enter and any other key presses will be ignored.

Player #
Board: (Card #,Suit)(Card #,Suit)(Card #,Suit)(Card #,Suit)(Card #,Suit)
Personal Cards: (Card #,Suit)(Card #,Suit)
Current Bet: #
Current Pot: #
Current Round: Round # (Name)

Enter a number to choose an action:

- (1) Raise
- (2) Call
- (3) Fold

EXAMPLE:

Player 2
Board: (1,S)(13,D)(2,H)(0,N)(0,N)
Personal Cards: (4,D)(12,D)
Current Bet: 2
Current Pot: 10
Current Round: 2 (Flop)

Enter a number to choose an action:

- (1) Raise
- (2) Call
- (3) Fold

Raise Screen: The user enters the amount they want to raise as an integer and then hits enter.

Player #

Board: (Card #,Suit)(Card #,Suit)(Card #,Suit)(Card #,Suit)(Card #,Suit)

Personal Cards: (Card #,Suit)(Card #,Suit)

Current Bet: #

Current Pot: #

Current Round: Round # (Name)

Enter raise amount:

Hand Screen: The user will select the cards from the board and from their personal cards to make a hand that they want to play and hit enter.

Player #

Board:

Card 1: (Card #, Suit)

Card 2: (Card #, Suit)

Card 3: (Card #, Suit)

Card 4: (Card #, Suit)

Card 5: (Card #, Suit)

Personal Cards:

Card 6: (Card #, Suit)

Card 7: (Card #, Suit)

Enter the numbers of the cards you would like to play (e.g. 12457):

Winner Screen: The winner is displayed and the user hits enter to exit the program

The winner is Player #

Press Enter to quit.

Flow through the program:

1. Welcome Screen
2. Bet Screen
 - a. If a player chooses to raise, they are shown the Raise Screen
3. Hand Screen
4. Winner Screen

