Glossary:

1. Game Center (System) – manages game instances, game rooms, leagues, chat.
2. User – every person registered to the system.
3. Game – a single Texas Hold'em poker game. Each game has its own preferences and players.
4. Round –round is defined by the time window starts from dealing cards to the players within the game and until there is a winner.
5. Move – on each turn, player can operate a single move (Check, Raise, Fold, All-in).
6. Game settings – defines game's preferences such as type, buy-in policy, etc.
7. League – defines a group of players with similar skills and experience, allows them to compete against each other.
8. Replay Manager – manages games logging to allow viewing them later.
9. Statistics Manager – manages the system's statistics.
10. Card – a poker card is defined by a suit (spades, hearts, diamonds, clubs) and value (2-10, prince, queen, king, A).
11. Hand – a poker hand is defined by a set of cards (high card, one pair, two pair, three of a kind, straight, flush, full house, four of a kind, straight flush, royal flush).