Glossary:

1. Game Center (System) – manages game instances, leagues, chat.
2. Game – a single Texas Hold'em poker game. Each game has its own preferences, name and players.
3. Player – User that participate in an active game in the Game Center (System).
4. League – group of users which have the same range of money in their wallet, allows them to compete against each other.
5. Wallet – keeps each user current amount of money.
6. User – every person registered to the system.
7. Round –round is defined by the time window starts from dealing cards by the dealer to the players within the game and until there is a winner.
8. Card – a poker card is defined by a suit (spades, hearts, diamonds, clubs) and value (2-10, prince, queen, king, A).
9. Dealer – divide 2 cards to each player that participate in the round and expose the Flop, Turn and River cards.
10. Flop – the first 3 cards that discovered in each round.
11. Turn – the 4'th card that discovered in each round.
12. River – the 5'th card that discovered in each round.
13. Move – on each turn, player can operate a single move (Check, Raise, Fold, Call, All-in).
14. Check - Checking is what player does if he wishes to pass the action to the next player, but keep his cards.
15. Raise - Raising is the action player takes when he wants to increase the opening bet. After raising it up, other players should deal with either a call, fold or re-raise.
16. Fold - Folding is the act that player takes when he wants to ending his participation in the round.
17. Call – Calling is the act that player takes when he wants to compare the amount that has been put in the pot by another player in the form of a raise.
18. Pot- the total amount that collected during the round.
19. Game settings – defines game's preferences such as game type, buy-in, Chip policy, minimum bet, minimal and maximal players and whether the game is available for spectating.
20. Buy-in – the amount of money that each player must pay to participate the game.
21. Chip policy - determine the number of chips each player is given in the start of the game.
22. Minimum bet – the minimum amount of money that each player should gamble to win the round.
23. Replay Manager – manages games logging to allow viewing them later.
24. Hand – a poker hand is defined by a set of 5 cards (high card, one pair, two pair, three of a kind, straight, flush, full house, four of a kind, straight flush).
25. High card - poker hand containing five cards not all sequential rank or of the same suit, and none of which are of the same rank.
26. One pair - simply a pair, is a poker hand containing two cards of the same rank and three cards of three other ranks.
27. Two pair - poker hand containing two cards of the same rank, two cards of another rank and one card of a third rank.
28. three of a kind - known as trips or a set, is a poker hand containing three cards of the same rank and two cards of two other ranks.
29. Straight - poker hand containing five cards of sequential rank, not all of the same suit.
30. Flush - poker hand containing five cards all of the same suit, not all of sequential rank.
31. Full house - a poker hand containing three cards of one rank and two cards of another rank.
32. four of a kind - a poker hand containing four cards of the same rank and one card of another rank.
33. Straight flush - a poker hand containing five cards of sequential rank, all of the same suit.