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Individual Project: Poker Game (GUI).

1. Introduction:

This Poker Game is a simple form of the standard gambling Poker card games. The purpose of this game is to find a winning hand, and the player has to play one-on-one against the dealer. The player is given five random cards at the beginning. Then, that player can choose to exchange any number of cards from the current given hand. After that, all cards on both hands of the player and the dealer will be scored by Poker rules being explained in the description. Basically, the player may win the game if the final five cards are in one of the below winning conditions:

|  |  |  |
| --- | --- | --- |
| Poker Rank | Base Score | Comments |
| Royal Flush | 10000000 pts | A Straight Flush with an ACE |
| Straight Flush | 9000000 pts | A combination of  Flush and Straight |
| Four of the Same Kind | 8000000 pts | by rank |
| Full House | 7000000 pts | There are three cards in a rank and the others in another rank |
| Flush | 6000000 pts | All five cards are in the same suit |
| Straight | 5000000 pts | All five cards increase continuously by rank |
| Three of the Same Kind | 4000000 pts | by rank |
| Two Pairs | 3000000 pts |
| A Pair | 2000000 pts |

I decided to implement this project because I could take advantage of the Poker game in console mode. Moreover, the algorithms behind the screen was not so complicated, so I didn’t have to handle many graphics affects and UI events. Lastly, I could demonstrate the beauty of the Object Oriented Programming.

1. Summary:
2. Description:
3. Program (Header File List):
   1. “bankroll.h”
   2. “mainscene.h”
   3. “mainwindow.h”
   4. “PokerCardTable.h”
   5. “pokerclient.h”
   6. “pokerhelper.h”
   7. “pokerpushbutton.h”
   8. “uicontroller.h”