

ChipCity: Poker Game implemented using WebSockets

GitHub https://github.com/cmu-webapps/s24_team_39

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Overview of Project



UI Overview

Chip City Login

Username

Password

[Forgot Password?](#)

Login

Chip City Register

Username

Password

Confirm Password

Email

First Name

Last Name

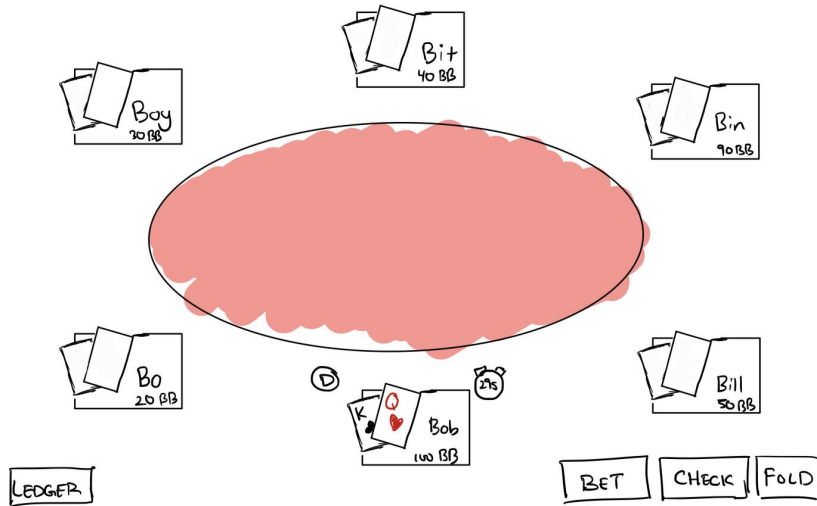
Login

UI Overview (continued)

Table/Game Page

 CHIP CITY

LEAVE TABLE



Join Table Page

 CHIP CITY

TABLE 1	TABLE 2	Table 3
NLH ~ 10/20 (5/6 seats filled)	NLH ~ 10/20 (3/6 seats filled)	EMPTY

PRESS A TABLE TO JOIN... OR

List of Items in Backlog



Models

```
class Profile(models.Model):
    bio = models.CharField(max_length=200)
    user = models.OneToOneField(User, on_delete=models.PROTECT, related_name="profile")
    picture = models.FileField(blank=True)
    content_type = models.CharField(blank=True, max_length=50)
    wallet = models.DecimalField(max_digits = 6, decimal_places = 2)

class Leger(models.Model):
    pot = models.DecimalField(max_digits=10, decimal_places=2)
    table_num = models.ForeignKey(User, on_delete=models.CASCADE, related_name='table_num')
    small_blind = models.OneToOneField(User, on_delete=models.PROTECT, related_name="small_blind")
    big_blind = models.OneToOneField(User, on_delete=models.PROTECT, related_name="big_blind")

class Participant(models.Model):
    user = models.OneToOneField(User, on_delete=models.PROTECT, related_name='participant')
    leger = models.ForeignKey(Leger, on_delete=models.PROTECT, related_name='table_num')
    money_in_hand = models.DecimalField(max_digits=10, decimal_places=2, help_text="Money this user has")
    first_card = models.CharField(max_length=30)
    second_card = models.CharField(max_length=30)
```