



ChipCity: Poker Game implemented using WebSockets

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

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Overview of Project



Original Goals

- Implement Websockets connections
- Implemented card randomization algorithm
- Implemented card and deck object

What We've Done

- Implemented
- Implemented card randomization algorithm
- Implemented card and deck object



New Goal

- Implement the turn based mechanics
- Finish implementation of web based poker game

Problems

- Having trouble connecting all the files together (especially frontend and backend connection)

Demo