- Product backlog - list of functionality for your project
- Sprint #1 backlog - list of functionality and who will implement it
- Product owner - who will coordinate Sprint #1
- Data model - code is fine, you can include it or reference a file
- UI mockup - drawings or HTML, include it or reference file(s)

Product backlog (a complete list of all functionality (i.e., the actions) of your project, and an English description of each action. We strongly suggest that you organize these features into groups/modules based on related functionality):

- The game will have a **register page**. If the user is registered already, they can choose to go to the **login page**. If not, the user can register. After registering, the user would be brought to the login page.
- After the user is logged in, they are brought to the **list of tables page**. At this page, you could either create a new table or join an existing table (through clicking on a button). Each table would be a poker game that is currently playing or waiting to start. The user would be able to see who is at each table, how many people are at each table, whether there is currently a game being played at the table and/or the table is available to be joined.
    - If the user chooses to create a new table, the player will be brought to a **table/game page** with them being the only player.
    - If the user chooses to join an existing table, the player will be brought to a **table/game page** where they can join the table where there are already other people.
- At the **table/game page**, the user could press the leave table button to go back to the **list of tables page**. The user can choose to press a button to buy in for the game. The amount of chips that a player has during the game will be tracked. There will be a tracker for the user of the money that the user has at hand, and for the amount of chips that the user has at the table (the user will buy the chips using their money). Since this is a turn-based game, there will be an animation or some indicator that tells everyone whose turn it is.
    - At the beginning of the game, all the users will be prompted to buy in a certain amount of chips. Two users will be assigned to be the small blind and big blind. Those two users will have to bet the respective blind amounts to start the round.
    - On the user's turn, the user will be prompted to perform the following actions: call (match the amount of the current open bet or raise), raise (increase the amount of the current bet or raise), fold (give up their cards and surrendering any chance to win the hand), or check (pass the action to the next player without betting anything; can only be used when there's no open bet or raise in front of you).
        - If the user chooses to call, the amount of tokens they have at hand and the amount of tokens that the table has in the middle will be adjusted accordingly.
        - If the user chooses to raise, they will be prompted to choose how many tokens they will bet.

    - If the user chooses to fold, they will lose their cards to the middle and skip their turns from now on. They can then choose to leave the table or wait for the next round of the game.
    - If the user chooses to check, nothing happens.
- At the end of the game, when all users but one have folded, the user can choose to show or muck his/her cards. It will be calculated which player has the best hand, and the player will receive all the tokens in the middle of the table.
- This page will have a pop-up window that will tell you the rank of all the hands. Additionally, the pop-up window will tell you the best hand that you can have currently.

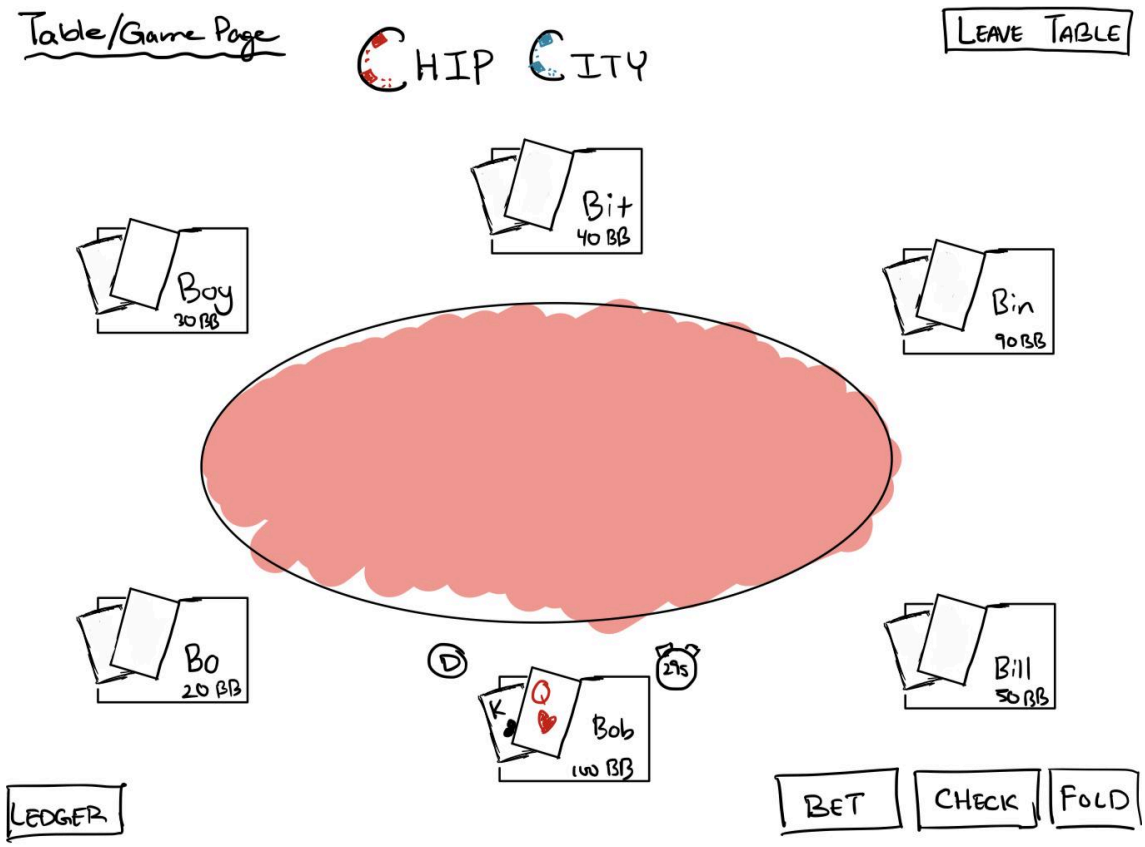
Sprint #1 backlog:

- Websockets for multiplayer: Aditri and Lucy
- HTML / frontend U for login, register, list of table page, and table/game page: Tedd
- Models (profile, leger, login, register): Eddie

Product owner: Lucy Wang (lexinw)

Data model: See files in the Github

UI mockup:



Join Table Page

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