**CS3110 Milestone 0: Charter**

**Team Members:**

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**Meeting Plan:**

We will meet 2-3 times a week.

**System Proposal**

**Short Statement:**

We will build a Texas Hold 'Em game that allows the player to play against the computer.

**Key System Feautres:**

* text display similar to A2 that will display the state of the game after each player makes a decision
* A way to randomly generate hands, a flop, turn, and river
* an AI for the user to play against
* support for "chips" that will increase or decreases until the player starts a new game

**Narrative Description:**

We will implement the rules of Texas Hold 'Em so that the user can play a computer in a two-player environment. Each hand will be a sort of loop in the style of A2. The player and computer will be dealt two cards, and the hand will proceed per the rules of Texas Hold 'Em. Every time a decision is made, new text will be displayed showing the current state of the game. At the end of the hand, players' chips stacks will be adjusted accordingly. At the end of any hand, the player can reset the game, and the game will automatically be reset if either player reaches a small enough stack of chips. We are not sure how advanced the AI needs to be. It should probably make decisions that are not just based off of random probability, but we are not sure how good it needs to be.