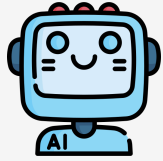




[start interactive game development]



```
<script>  
</script>  
<code>  
</code>
```

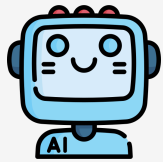
<utter>

Hello, I am your game development assistant. Let's interactively develop a new poker game. Alright, let's start by configuring the essential parameters for our game. Could you provide the number of players and the betting range (minimum and maximum bet)?

</utter>



There should be 3 players. The min and max bet should be 10, 1000 respectively.



```
<script>  
script['Config']['Number of players'] = 3  
script['Config']['Min bet'] = 10  
script['Config']['Max bet'] = 1000  
</script>
```

<code>

```
def config(self):  
    self.n_players = 3  
    self.min_bet = 10  
    self.max_bet = 1000
```

</code>

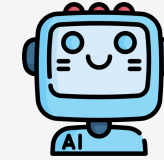
<utter>

Great! We've set up the number of players and the betting range. Now, what about the suits and card value rank in the deck?

</utter>



Finally, add a flop phase, where discard one card from the deck and flop x cards from the deck to the community.



```
<script>  
script['Phase']['flop'] = 'Discard one card from the deck. Flop x cards from the deck to the community.'  
</script>
```

<code>

```
def flop(self, x):  
    self.deck.pop()  
    for i in range(x):  
        self.community += [self.deck.pop()]
```

</code>

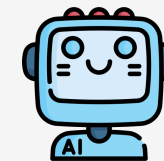
<utter>

OK. The phase 'flop' has been added. The Phase is complete. Now, let's set up the flow for the game with these phases and the 'show' and 'prize' additionally at the end.

</utter>



The flow should be: start, shuffle, blind, deal2, bet, flop3, bet, flop1, bet, flop1, bet, show, prize.



```
<script>  
script['Flow'] = ['start', 'shuffle', 'blind', 'deal2', 'bet', 'flop3', 'bet', 'flop1', 'bet', 'flop1', 'bet', 'show', 'prize']  
</script>
```

<code>

```
def set_flow(self):  
    self.flow = ['start', 'shuffle', 'blind', 'deal2', 'bet', 'flop3', 'bet', 'flop1', 'bet', 'flop1', 'bet', 'show', 'prize']
```

</code>

<utter>

Excellent! The flow is set up. Now everything is ready. You have successfully created a new game!

</utter>