

Poker Project Coding Guideline

- Platform Requirements
 - GNU/Linux (Tested on Ubuntu 18.04 and 16.04)
 - macOS
 - Support for Windows is currently under development.
 - Python 2.7
- Source Website
 - <https://github.com/changhongyan123/mypoker.git>.
 - Alternatively a zip file have been uploaded in the project folder of IVLE.
- The Agent is implemented as a **Python Class** that extends the **BasePokerPlayer**. Check the “**randomplayer.py**” and “**randomplayer.py**” as examples. The various agent functions are implemented as instance methods (callbacks) that are invoked by the poker engine. The poker engine source code is inside pypokerengine folder. **Do not EDIT any file inside the pypokerengine folder.**
- Project Code Submission guidelines :
 - We will accept **only one python source file** per group, which will implement your poker agent. Check the “**randomplayer.py**”, in order to get familiar with the agent skeleton. At the minimum you must implement the `declare_action()` method, you are free to implement other inherited methods and also add additional local methods.
 - We will enforce a file-naming convention (the details of which would be shared later) in order to ease testing from our end.
 - **Avoid** using **external packages** (except possibly the ubiquitous ones like scipy, scikit-learn, tensorflow etc.).