**ICS-4U0 Final Summative OOP - Project Proposal**

Problem/Purpose – The problem is to program a Texas Hold’em poker game. The game should have a maximum of 4 players and 3 of the players should be AI-controlled. The game should also follow the rules and conventions of the original poker game, with only minor exceptions to optimize gameplay.

**How will we solve this?**

* Incorporate classes for all objects involved in the poker game (players, cards, table, etc.)
* Create test programs, testing each part of the poker game (hand evaluation, betting system, AI performance etc.)

**Features**

* Account system that tracks wins and losses for the player.
* AI players (Easy to Hard)
* Realistic game interface (poker table, cards, speech bubbles, etc.)
* Light animations
* Will accurately incorporate rules of original poker game (betting rounds, hand ranks, etc.) , ante may be discarded
* User manual will be included as required - this will explain the rules of poker, and how to initialize the poker game

