

Log All Player Actions

Problem: currently, we retain only 1 PlayerAction record per player/hand and update the 'active' status and bet/action values for the same row each time a player does something.

This results in a loss of hand history and means I can only get the latest action based on the updated_at column, which means sometimes a player will act within the same second as the previous player, and the code will not switch to the next player, meaning sometimes you get 2 actions for the price of one.

Requirement: update all logic related to player actions to create a new action rather than updating the existing one.

Then use the auto-increment primary DB key for the current hand/player-action to get the latest action.

Also update related unit tests to use a re-usable method for setting up hand scenarios based on player actions.

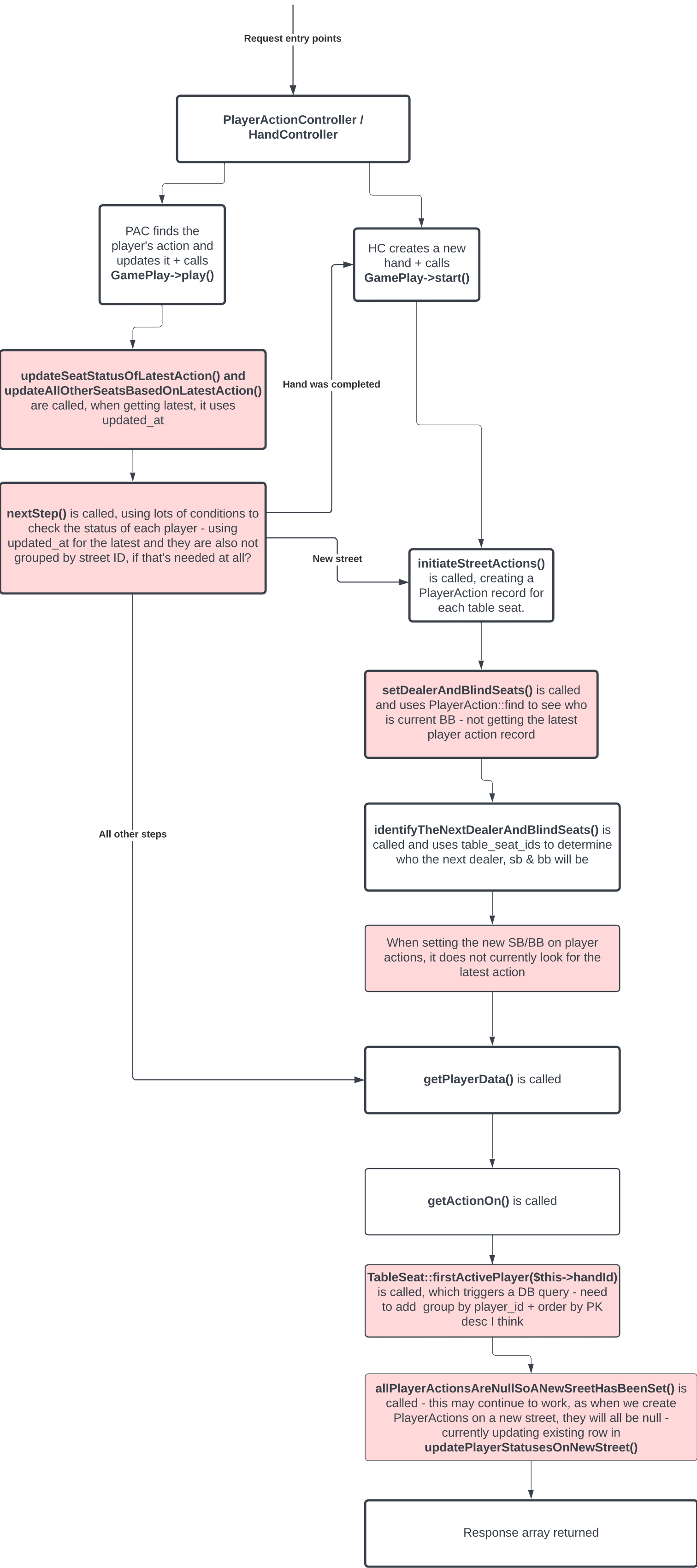
Key

An existing step to be improved

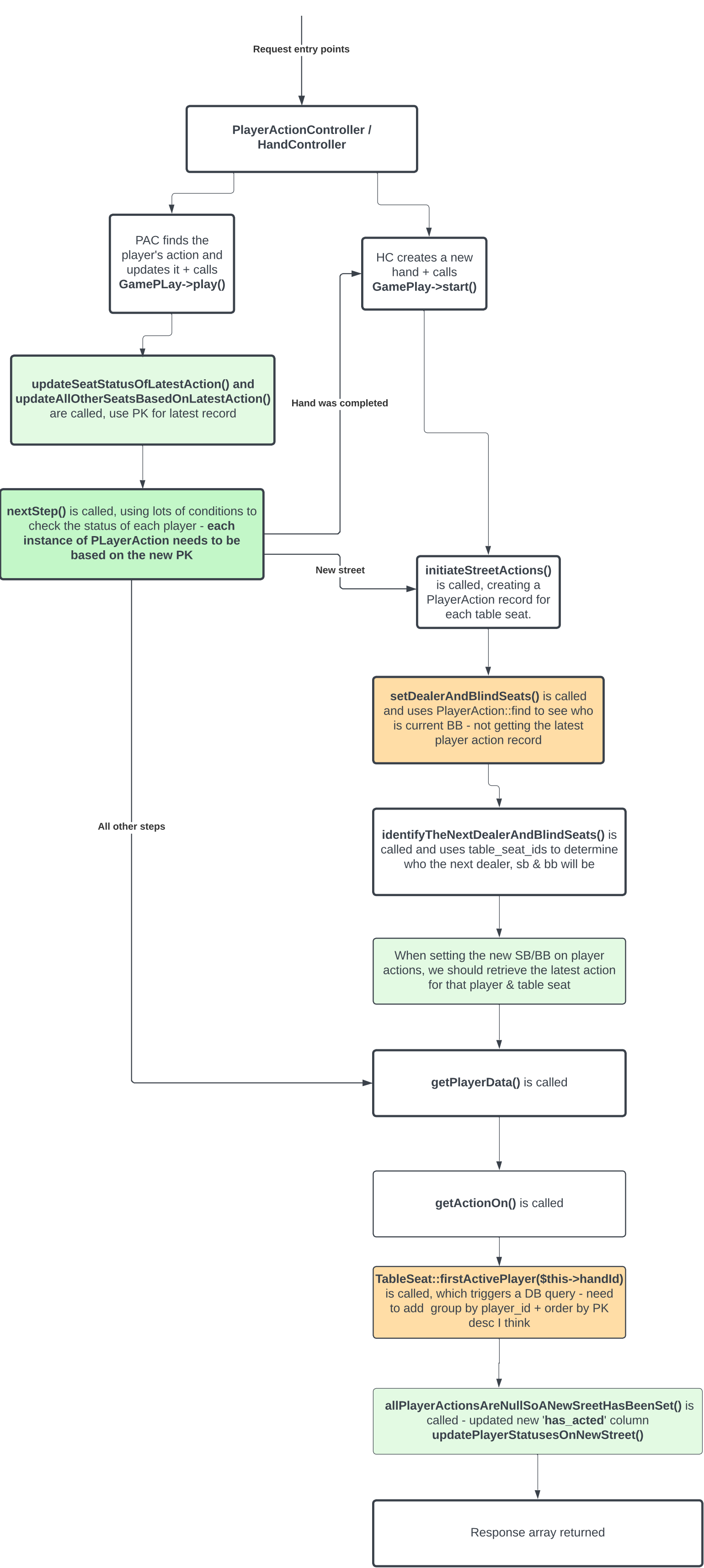
A solution/improvement step for the problem

Undecided/TBC

Current Flow



Proposed Flow



Notes/Conclusion

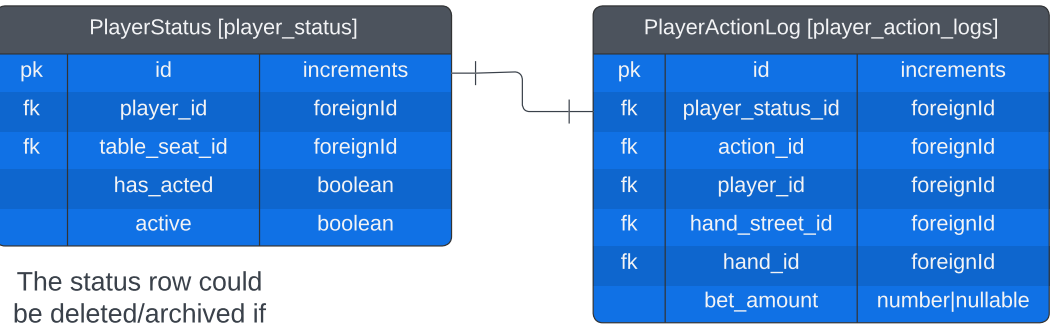
I've marked a couple boxes in orange. There are a lot of others like it where if we base it on a new row per action, we will also need to group by the latest set of actions for each player

Either I update each one to be based on the unique rows, OR keep the existing player_actions table and use it more like a 'player_status' table, so we can continue to keep track of who is active using the existing logic - it also doesn't make sense to have an 'active' column in a player_action_log, only active players can carry out an action.

We can then log a new record in player_action_log or similar and get the latest & hand histories that way.

Additionally, rather than changing all the individual calls to DB for this, they can be left and changed later to get the data from a GameState object, which I intend to populate with all or most of the data Gameplay needs to progress the game.

Proposed ERD of new log table with player_status modification to player_actions:



The status row could be deleted/archived if player leaves or game ended at table?