

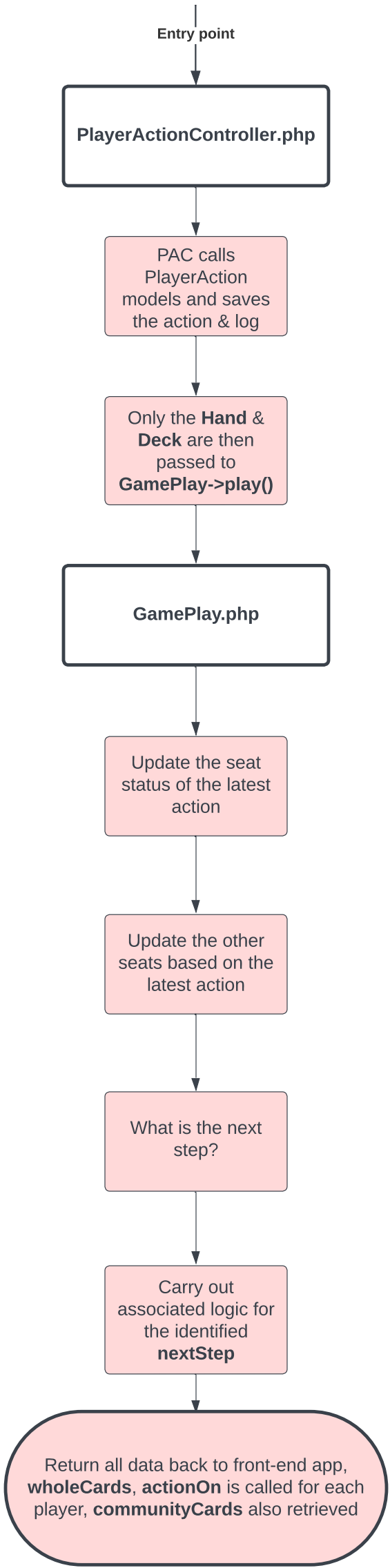
GamePlay Class Extraction

Problem: the GamePlay class is currently responsible for too much logic. It should be separated into respective classes, roughly 1 for handling actions, 1 for deciding the next step in the game, with a GameState object being passed around and storing all the information needed at each stage (reducing multiple DB queries to get the same data)

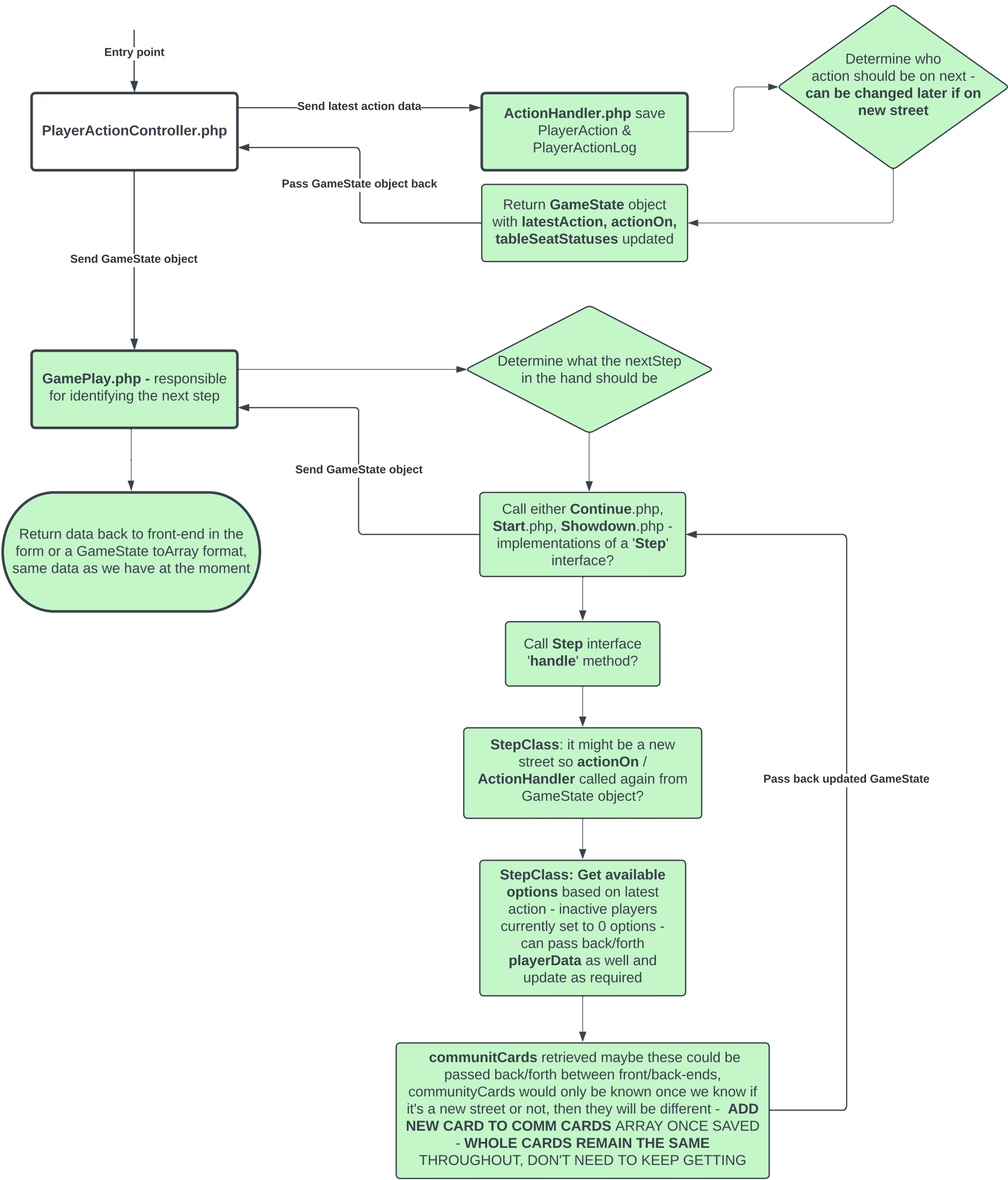
Key

- An existing step to be improved
- A solution/improvement step for the problem
- Undecided/TBC

Current Flow



Proposed Flow



Code Example

So **PlayerActionController** might look like this:

```
public function action()
{
    $requestBody = file_get_contents('php://input')
    ? json_decode(file_get_contents('php://input'), true)['body']
    : unserialize($_POST['body']);

    $gameState = $this->actionHandler($requestBody);

    return $this->gamePlay->handle($gameState);
}
```

GamePlay might look like this:

```
public function handle($gameState)
{
    return $this->nextStep($gameState)
}

private function nextStep()
{
    // logic to determine next step...

    return $this->start->handle($gameState),
           $this->continue->handle($gameState),
           $this->showdown->handle($gameState) accordingly
} // returning instance of StepInterface
```

Each **StepImplementation** might look like this:

```
public function handle($gameState)
{
    // specific step logic, updating GameState

    return $gameState)
} // so GameState can 'bubble' up the classes
```

Approach

Create **GameState** object
It should have properties for each current data set being given to front-end:

```
return [
    'deck'      => $this->dealer->getDeck(),
    'pot'       => $this->hand->pot()->amount,
    'communityCards' => $this->getCommunityCards(),
    'players'   => $this->getPlayerData(),
    'winner'    => $winner
];
```

With associated getter/setter methods that can be called
Other properties: latestAction, actionOn with getters/setters
Step classes don't need properties, only manipulating GameState?