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 swtich 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.

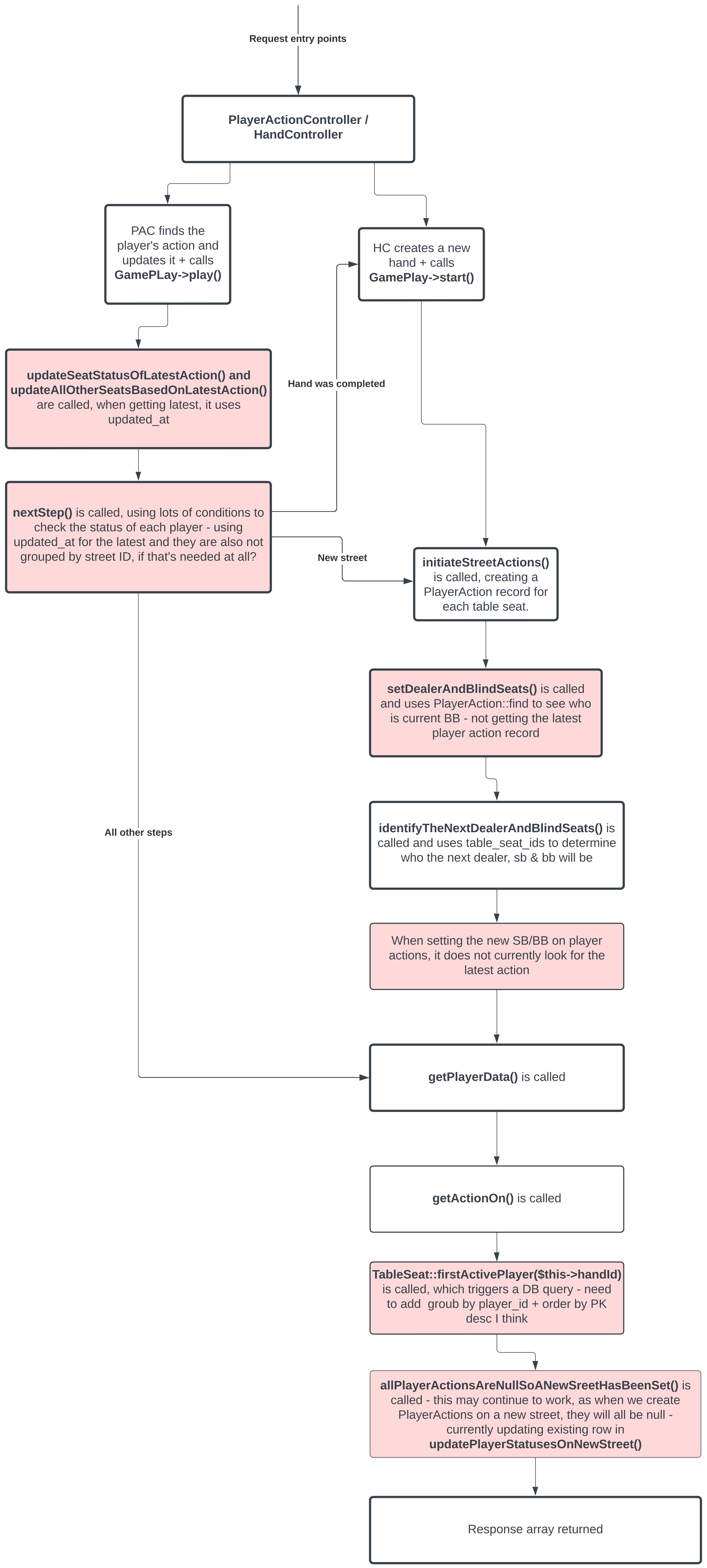
Then use the incrementing primary DB key for the current hand/player-action to get the latest action.

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



Request entry points

PlayerActionController / HandController

PAC finds the player's action and updates it + calls **GamePLay->play()**

HC creates a new hand + calls **GamePlay->start()**

updateSeatStatusOfLatestAction() and updateAllOtherSeatsBasedOnLatestAction() are called, when getting latest, it uses updated_at

nextStep() is called, using lots of conditions to check the status of each player - using updated_at for the latest and they are also not grouped by street ID, if that's needed at all?

Hand was completed

New street

All other steps

initiateStreetActions() is called, creating a PlayerAction record for each table seat.

setDealerAndBlindSeats() is called and uses PlayerAction::find to see who is current BB - not getting the latest player action record

identifyTheNextDealerAndBlindSeats() is called and uses table_seat_ids to determine who the next dealer, sb & bb will be

When setting the new SB/BB on player actions, it does not currently look for the latest action

getPlayerData() is called

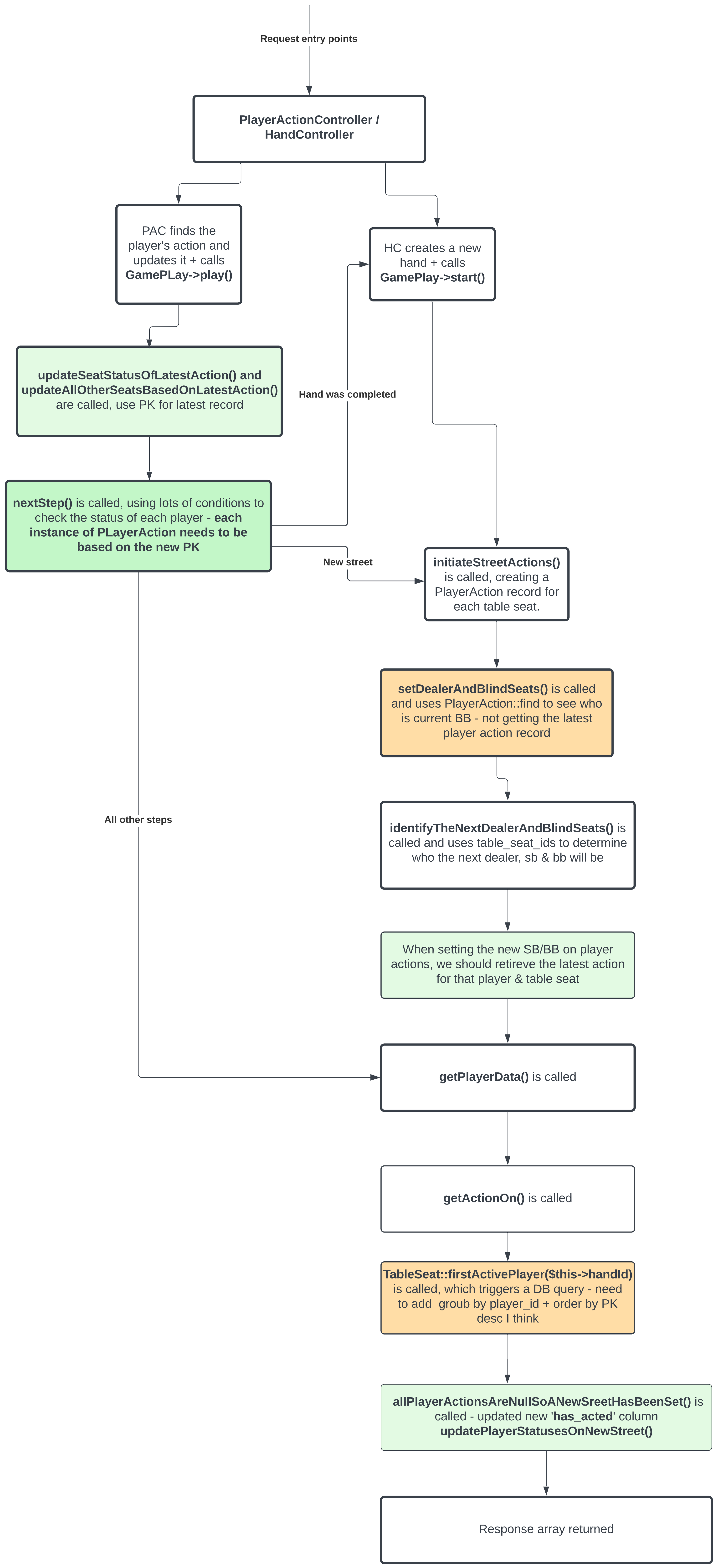
getActionOn() is called

TableSeat::firstActivePlayer($this->handId) is called, which triggers a DB query - need to add groub by player_id + order by PK desc I think

allPlayerActionsAreNullSoANewSreetHasBeenSet() is called - this may continue to work, as when we create PlayerActions on a new street, they will all be null - currently updating existing row in **updatePlayerStatusesOnNewStreet()**

Response array returned

Proposed Flow



Request entry points

PlayerActionController / HandController

PAC finds the player's action and updates it + calls **GamePLay->play()**

HC creates a new hand + calls **GamePlay->start()**

updateSeatStatusOfLatestAction() and updateAllOtherSeatsBasedOnLatestAction() are called, use PK for latest record

nextStep() is called, using lots of conditions to check the status of each player - **each instance of PLayerAction needs to be based on the new PK**

Hand was completed

New street

All other steps

initiateStreetActions() is called, creating a PlayerAction record for each table seat.

setDealerAndBlindSeats() is called and uses PlayerAction::find to see who is current BB - not getting the latest player action record

identifyTheNextDealerAndBlindSeats() is called and uses table_seat_ids to determine who the next dealer, sb & bb will be

When setting the new SB/BB on player actions, we should retireve the latest action for that player & table seat

getPlayerData() is called

getActionOn() is called

TableSeat::firstActivePlayer($this->handId) is called, which triggers a DB query - need to add groub by player_id + order by PK desc I think

allPlayerActionsAreNullSoANewSreetHasBeenSet() is called - updated new '**has_acted**' column **updatePlayerStatusesOnNewStreet()**

Response array returned

Notes/Conclusion

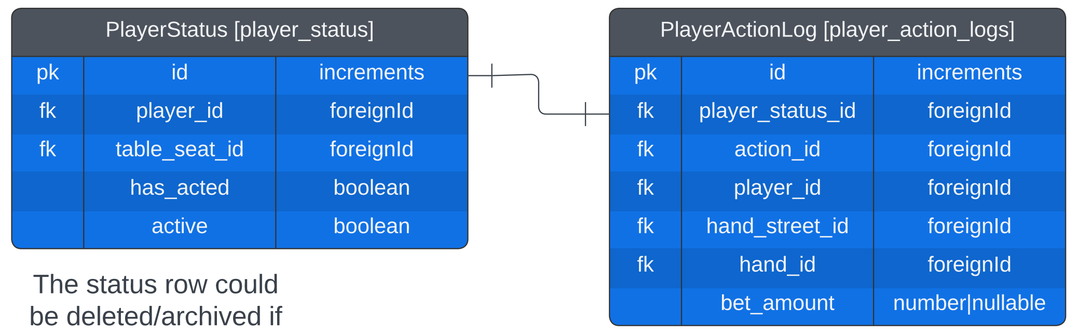
I've marked a couple boxes in orange. There are a lot of others like it where if we base it on a new row per action, we will also need to group by the latest set of actions for each player

Either I updated 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:



PlayerStatus [player_status]

pk	id	increments
fk	player_id	foreignId
fk	table_seat_id	foreignId
	has_acted	boolean
	active	boolean

PlayerActionLog [player_action_logs]

pk	id	increments
fk	player_status_id	foreignId
fk	action_id	foreignId
fk	player_id	foreignId
fk	hand_street_id	foreignId
fk	hand_id	foreignId
	bet_amount	number|nullable

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