Texas Hold’em Poker

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# Analysis of the problem

### Summary of the project

Poker (specifically Texas Hold’em Poker) is one of the largest card games in the world. Many casinos feature multiple tables and there are regular large tournaments played with professional players and large prize pools. The game is largely famous for various reasons: it is one of the few games where players will play and bet against each other, rather than playing against the casino (such as Blackjack) – as such the game can be played competitively at a high level. It is also famous because the game is not purely based on luck, nor is it solely based on skill, instead, in order to be good at the game, one must have a good ability to turn their luck (or lack of it) into results.

However I always have thought that learning the game proves extremely difficult, and what is harder is getting good at it. My aim is to create a Poker game that will allow new players to develop their skills and learn their game, while also allowing experienced players to have a challenging opponent. I will be creating a multiplayer Texas Hold’em Poker game that will allow players to play on multiple machines against each other. However the program will also include AI players at various difficulty levels allowing newer players

## 1.1 Problem Identification

### 1.1.1 Features that make the problem solvable by computational methods

### 1.1.2 Why the problem is amenable to a computational approach