Team Name: dah_its_rewind_time
Roster: Vincent Chi, Robin Han, Bill Ni (PM), Simon Tsui
Project Title: newyorkholdemB (inspiration from texas holdem)

Framework: Bootstrap
Experience from bootstrap vs foundation lab was unanimously bootstrap favorable, leading us to choose bootstrap for this project.

Proposal Summary:
This team wishes to create a website that allows a user to play Texas Hold'em Poker with bots, saving progress with chips as they progress, win, and lose.

Roles:
Bill Ni: As project manager, Bill maintains the devlog, makes sure the team works well together, maintains the design documentation, stays on top of design changes, and handles minor coding issues. Bill will also work on database with storing users and their current games and total chips.

Robin Han: Robin will work on coding the Texas Hold'em Poker logic along with the very basic AI the user will play with. He will also work on front end aspect of the game.

Simon Tsui: Simon will mainly work on implementing the "Deck of Cards" API with the rest of the code, which simulates a shuffled deck of cards and allows a "dealer" to deal cards to each player.

Vincent Chi: Vincent will mainly focus on the front-end design and development.

Timeline:
1/7 Begin work on design doc
1/8 Build basic flask app and and set up devlog
1/8 - 1/9 Flesh out basic pages based on sitemap, establish database, complete login/logout/create account functionality.
1/10 Setup homepage with (begin basic API work), finish basic poker rules.
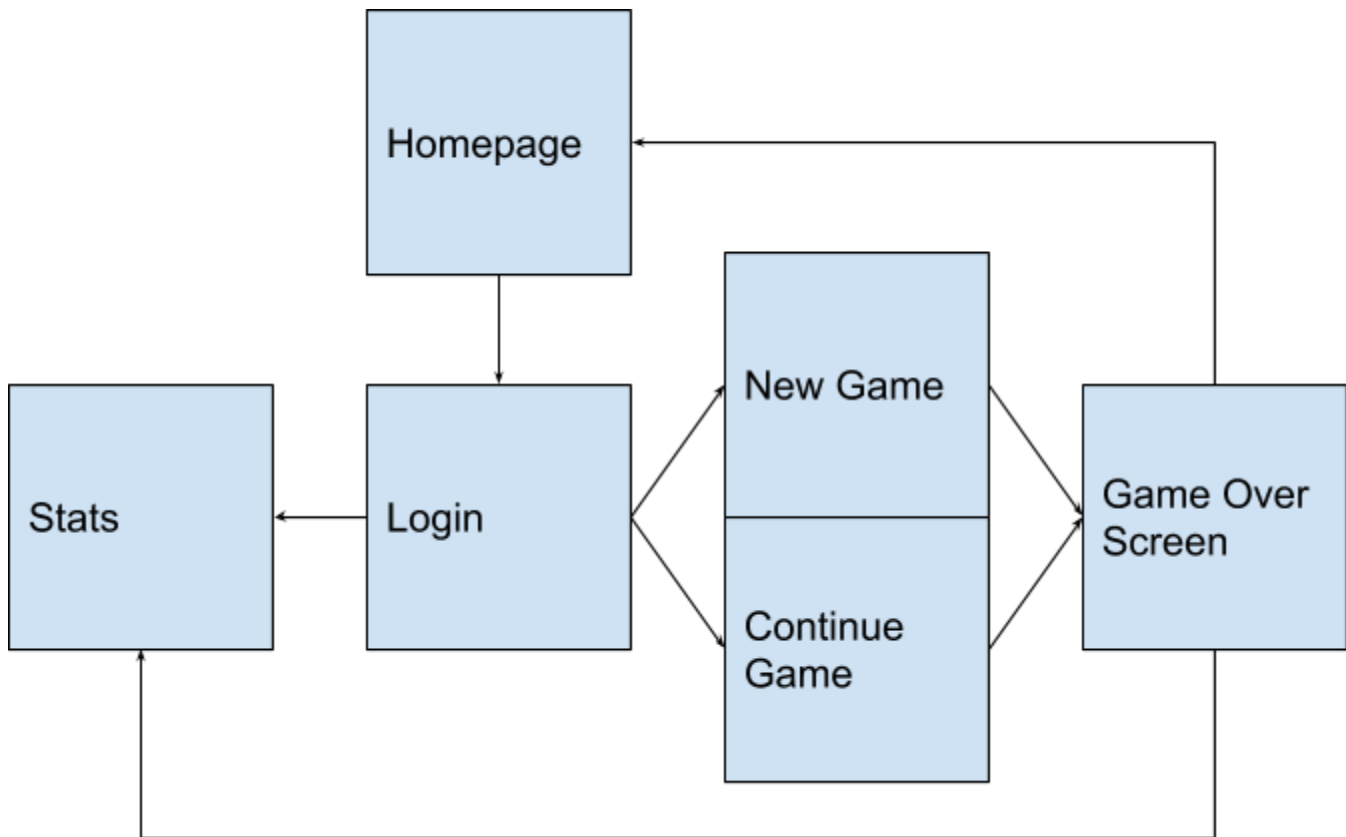*1/11* Generate basic front-end framework and generate a basic working AI bot.
1/12 Finish allowing a user to play a full game of Hold'em against bots.
1/13 - 1/14 Debug (find niche situations where there may be bugs) and spice up front end + add additional features such as a more advanced AI.
1/15 Make sure all documentation up to date after weekend tweaking + DEMO!

Site Map

In the **homepage**, the user will be able to

-login with an existing account

-register a new account

If they are already logged in, they will be redirected to the **login page**

The login page will present links to

-view stats

Let's the user see his history of game results of victories or defeats.
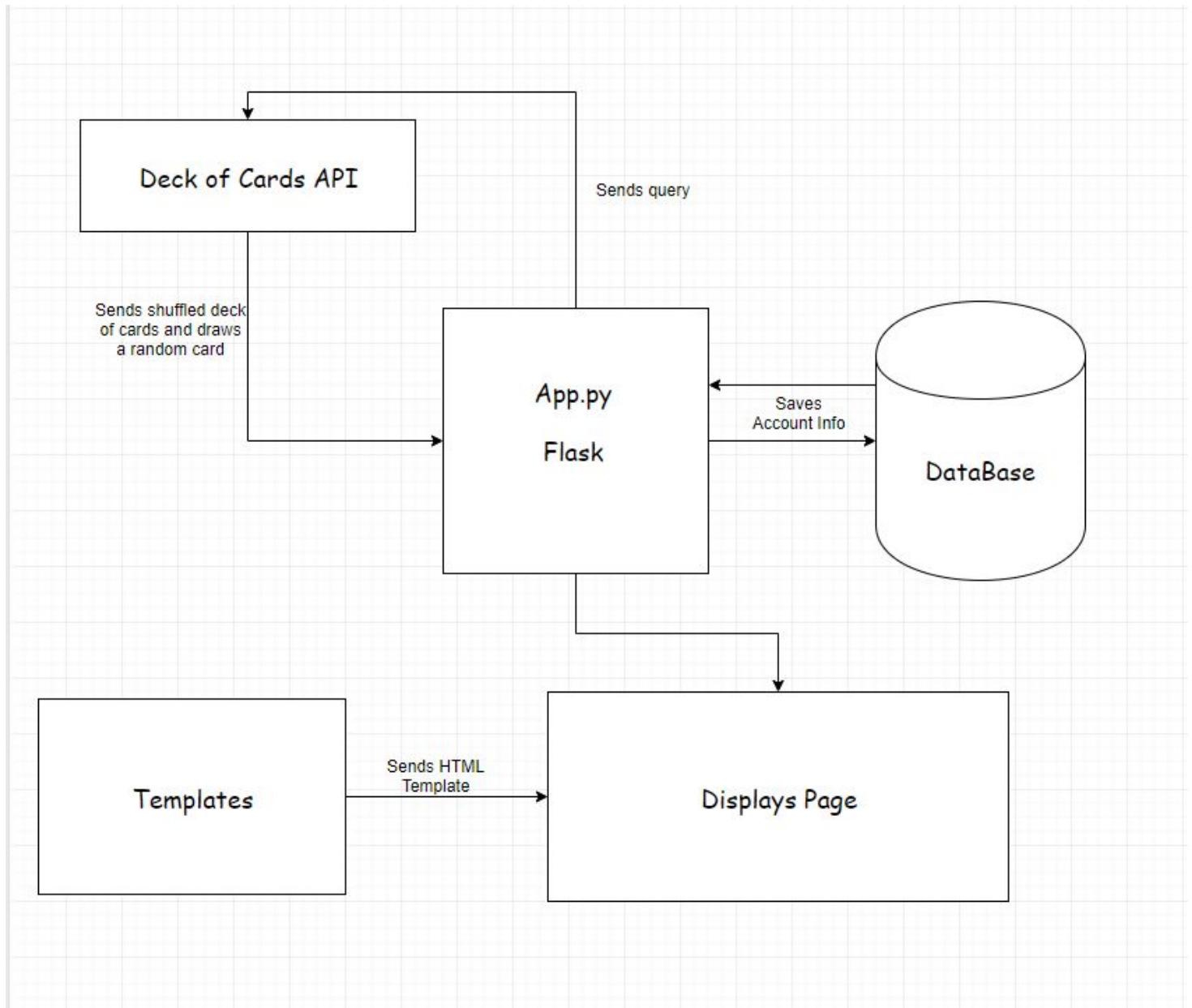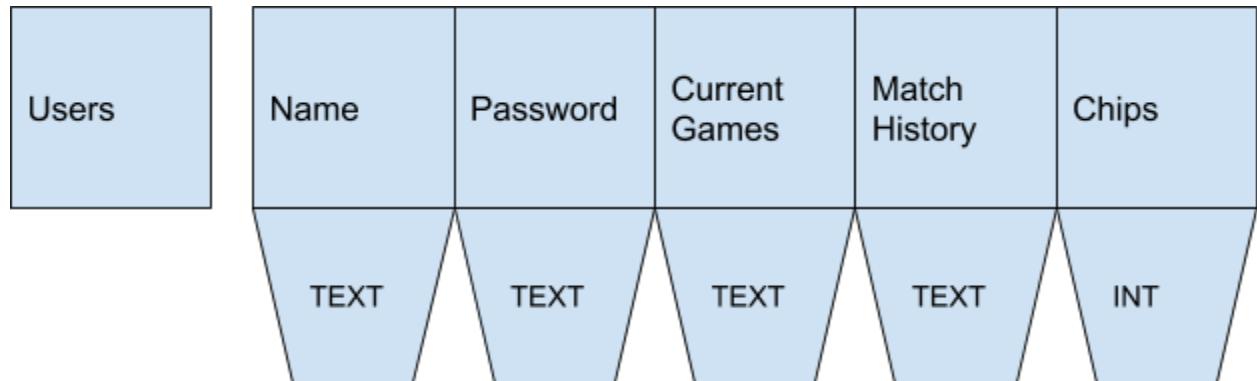
-make a new game

-continue a game

In creating a new game, they will be prompted to choose the number of players in the game:
2-8 (all AI except player).

When a game is finished, the user is presented with the game over screen, which is either
victory or defeat.

Component Map

Database Schema

Users	Name	Password	Current Games	Match History	Chips
	TEXT	TEXT	TEXT	TEXT	INT

We will have one database storing user info
- Username
- Password
- Current Game Info
    - Ordered by turn order (whoever is first in the string goes first when resuming)
    - Stores current chips, pot, and any cards on the table for all players
- Match History
    - Stores ending number of chips, and rank for that game
    - Will be formatted as "[match data];[match data];..."
        - [match data] will be formatted as "[ending chips]:[rank]:[time finished]"
- Chips
    - Total number of chips a player has to play and start games with