CSC 478 Team #4  
Project Scope

2018/09/17

# Overview

## Project Background and Description

For the group project assignment, Team 4 proposes to implement a Poker game application.

## Project Scope

The generality of the project is to produce a fully-functioning Poker Game program (including installers, user documentation, etc.) as well as all required artefacts of the development process as assigned (e.g., Org Chart, Gantt Chart, etc.).

## High-Level Requirements

The new system MUST include the following:

* Ability to run the software on a standard Windows personal computer
* Ability to start a new game of Seven Card Stud, following WSOP (World Series of Poker) rules
* Ability to provide zero or more artificial players to be included in the game
* Ability to play hands (deal, bet, raise, fold, etc.) until a player is deemed the winner, or the user exits
* Ability to accurately score hands
* Ability to set the difficulty level of artificial opponents

The new system MAY include the following:

* Ability to save player “cash” amounts between games
* Ability for computer players to utilize Machine Learning techniques to adapt to players
* Ability for multiple players to play concurrently at the same “table”
* Ability to play Texas Hold’em
* Ability to introduce Wild Cards into play
* Video tutorials for end-user documentation

## Deliverables

The new system must include the following:

* Software to play the game, as covered in requirements
* User documentation for the game
* Installation software for the game for Windows
* Installation instructions for the game
* Development artefacts
  + Organization Chart
  + Gantt Chart
  + Development Standards document
  + Requirements Documentation
  + Design Documentation
  + Programmer’s Documentation
  + Testing Documentation

## Specific Exclusions from Scope

## Implementation Plan

At this time, the Team is leaning towards C# for back-end development and HTML/JavaScript/CSS for front-end development. Language and tool choice is subject to change as requirements and design evolve.

## High-Level Timeline/Schedule

Given that we are entering week four (of fifteen) at the time of this writing, a general proposed timeline is as follows:

* Week 4: Submit Scope Document, begin work on detailed requirements and team organization
* Week 5: Finalize requirements, begin to establish Development Standards and system design
* Week 6: Complete Development Standards and initial design
* Week 7: Complete Design and begin development/testing/documentation
* Week 8:
* Week 9:
* Week 10:
* Week 11:
* Week 12: Ensure installers are working, begin verifying all documentation is current
* Week 13: Finish remaining software
* Week 14: Polish for final release
* Week 15: Reserved for additional work