**CSC 478 Fall 2018 – Team #4: Poker Game**

**Front End Design**

**Version 0.1**

**10/18/2018**

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1. Classes
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### Constructors

| **Constructor** | **Requirement** | **Purpose** |
| --- | --- | --- |
|  | REQ070200 | Creates and displays main window for poker game. Will process game actions from user. |

### Properties

| **Properties** | **Requirement** | **Purpose** |
| --- | --- | --- |
| Game Title |  | Titles the game so user can know what game they are playing |
| Resizable |  | User is unable to resize game playing field |
| Game Panel | **REQ070300** | Creates new Game Panel UI to show poker game actions |
| Poker Game |  | Creates game backend to start game. |

### Functions

| **Function** | **Requirement** | **Purpose** |
| --- | --- | --- |
| HandleButtonAddPlayerPress | REQ070102  REQ070103 | Adds players to current game |
| HandleButtonAntePress |  | Processes player ante button to begin round betting |
| HandleButtonCallPress |  | Enables the player to call a bet in order to stay in game |
| HandleButtonMuckPress |  | Allows player to not show their cards at the end of the hand if they choose so |
| HandleButtonRaisePress | REQ070206  REQ070206 | If player chooses to raise this process the button press and gets the raise amount. |
| HandleButtonShowPress |  | If player chooses to show cards at the end of the game they can select this to show their cards |
| HandleButtonStartGamePress | REQ070105 | This button starts the game after players have been added successfully |
| PropertyChange(event) |  | Listens for any changes made by computer or human players |

* 1. Game Panel

### Constructor

| **Constructor** | **Requirement** | **Purpose** |
| --- | --- | --- |
|  |  | This creates the UI panel that will show game notifications and actions |

### Properties

| **Properties** | **Requirement** | **Purpose** |
| --- | --- | --- |
| Start Game Boolean |  | Only allows game to be started if players have been added |
| Game Window |  |  |

### Functions

| **Function** | **Requirement** | **Purpose** |
| --- | --- | --- |
| **Add Buttons** |  | This adds the appropriate buttons for the player to press in game. |
| **Draw Base UI** |  | Sets the color for the background |
| **Draw Card** |  | This draws the card at a specified location with a specified orientation (horizontal or vertical) |
| **Draw Cards For Player** | REQ070203 | This draws the cards in each players hand to the screen |
| **Draw Player** | REQ070207 | Draws the graphics for each player to be shown after a player has been added |
| **Draw Table** | REQ070202  REQ070201  REQ070301  REQ070302 | This sets the image for the main betting table that will display the total pot, the current table bet, the round number, and the winner of the current game. |
| **Enable Valid Actions** | REQ070205 | This enables and disable buttons so user can’t press them when they aren’t allowed |
| **Paint Component** | REQ070201 | This overrides paintComponent draws the UI. (base UI, table, and players) |
| **Set Enable Add Player** | REQ061501 | Shows or disables the add player button |
| **Set Enable Start Game** | REQ070105 | Allows or disables the start game button. |