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

**Known Issues**

**Version 0.1**

**12/13/2018**

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# Version History

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| 0.1 | 12/13/2018 | Initial Checkin | Tanner Cline |

# Known Issues

* Ties are awarded to the player closest to the dealer instead of splitting between winners (REQ061400).
* Low and High Stake limits are neither displayed nor configurable from the UI (REQ050600 and REQ050700).
* Table ante is neither displayed nor configurable from the UI (REQ050500).
* The game does not support saving between runs of the program (REQ103000).
* Players are forced to fold when they run out of money during a game.
  + This is a failure in the requirement process, as “all-in” behavior was not specified.