

# Poker using PyGTK

## *Idea*

For my Python project I'm going to implement a poker game using PyGTK for the user interface. The game resembles a common slot machine (e.g. Jokeripokeri).

Single round in the game:

- Choose how much you bet
- 5 cards are dealt to you
- Choose what cards you want to keep
- New cards are dealt to the place of those that you didn't keep
- If you have a winning hand you get money according to your bet and your winning hand otherwise you lose the money you bet.

## *Classes*

- Model
  - Card  
Card has a color and a number
  - Deck  
Has cards in it, can be shuffled and cards can be drawn from it
  - Hand  
Hand has the cards that are drawn from the deck (five cards).
  - WinChecker  
Can check if a certain hand has winning conditions.
- Controller
  - Game  
Controls the user interface and the model.
- View
  - PokerUI  
Has all the user interface elements

## *External libraries*

- PyGTK for the user interface
- random for shuffling the deck

## Interface prototype



## Sources

- [http://en.wikipedia.org/wiki/List\\_of\\_poker\\_hands](http://en.wikipedia.org/wiki/List_of_poker_hands)
- <http://en.wikipedia.org/wiki/Poker>
- <http://ray.fi/>