# **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 drown from the deck (five cards).

WinChecker

Can check if a certain hand has winning conditions.

- Controller
  - O Game

Controls the user interface and the model.

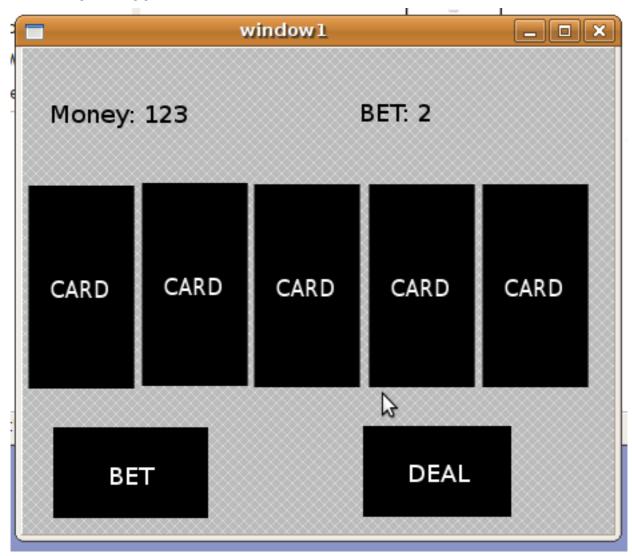
- View
  - PokerUI

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
- <a href="http://en.wikipedia.org/wiki/Poker">http://en.wikipedia.org/wiki/Poker</a>
- <a href="http://ray.fi/">http://ray.fi/</a>