Coursework analysis section

An online poker game where users have the opportunity to either host or join a public game using python's socket api, the game would be aimed at young people who are worried about predatory online gambling monetization and would provide a safe nonprofit environment for them to practice.

Potential stakeholders – Louis Gosling + others I’m yet to actually interview

Objectives:

* secure logons sent over a network,
* A game browser
* easy game hosting.
* The ability to actually play the game
* Statistics viewer
* See past game results
* An intuitive ui
* The ability to plat the game

Aspirational targets

* An offline single player opponent(ai)
* Live win percentages
* Scheduled "tournament games" that are more competitive and are hosted at a set time
* A replay mode

Already done:

* The main loop of the game
* The start of a write up with screenshots and access to old versions via git for screenshots etc
* A command line server browser

Stakeholder interviews:

Louis Gosling

Info, a 17 year old with an interest poker who wants to practice his skills and easily play online in a safe environment

Q: what would you want from a poker game?

A: A good user interface is essential, I don’t want to bogged down going through dozens of menus just to play the game. But also some form of fake currency that goes from game to game to tie the experience together so they aren’t just isolated matches

Q: What sort of statistics are important to you?

A: I really need to be able to see a lifetime bankroll graph so I can see if I’m improving and making money

Felix Judd

Info someone who likes to play poker but has not been able to due to the pandemic

Q; whats important to you from an online poker service?

A: the online mode needs to work well, I’ve not been able to play at all through the pandemic and a system like this could really help me

Q: what stats do you want to see

A: averages such as average winnings average placing etc, I want to see my consistency through the stats so I can analyse my skill

Q: what sort of settings would you like from a game like this?

A: maybe some sort of assists that I could enable/disable that give information about what hands are available and if I have a hand such as a straight that I may not have noticed it could let me know in some way.