

**Project idea:**

Online, multiplayer Texas Hold'em. (If it makes sense to do so, we can later add another version of poker, like Five Card Draw.)

**Deliverables:**

- Each table will have a maximum of 5 players, but it will be possible to have multiple table running at the same time from the server.
- New players will start with \$150 and can only join if the server is online.
- Players can only buy and cash out chips using the server; however, if the server ever goes down, players will be able to keep playing utilizing peer-to-peer mechanics. Once the server is back online, players will be able to buy more chips and cash out as before without a change in state.
- Additionally, if a player leaves, their chips will be preserved. If a player leaves/disconnects while in game, they will fold their hand.
- Chip values will be white = 1, red = 5, blue = 10, green = 25, black = 100.
- In addition to the functionality of poker, users will be able to chat, either to the group, or to a specific player.

**Initial progress:**

At the midpoint, we aim to have a functional server that allows players to join an open game, purchase/cash out chips, and see the hands of cards being played. Additionally, we want to preserve the state (number of chips and cards on table) among the players if the server temporarily disconnects and be able to continue back from that state once the server reconnects.

**Division of work (who will do what):**

- Implementing poker: Dealer and player actions (card dealing, call, check, fold, etc.) **(S)**
- Creating and saving players info **(M)**
- Saving game state amongst clients **(M)**
- Clients that are able connect to the server, but are able to stay connected P2P **(S)**
- Additional table features (buy more chips, cash in, chat, etc.) **(Both)**