

# ECE 493 Capstone Design Project

## Bluetooth Poker

Design Group Members

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Client

Year

2012-13

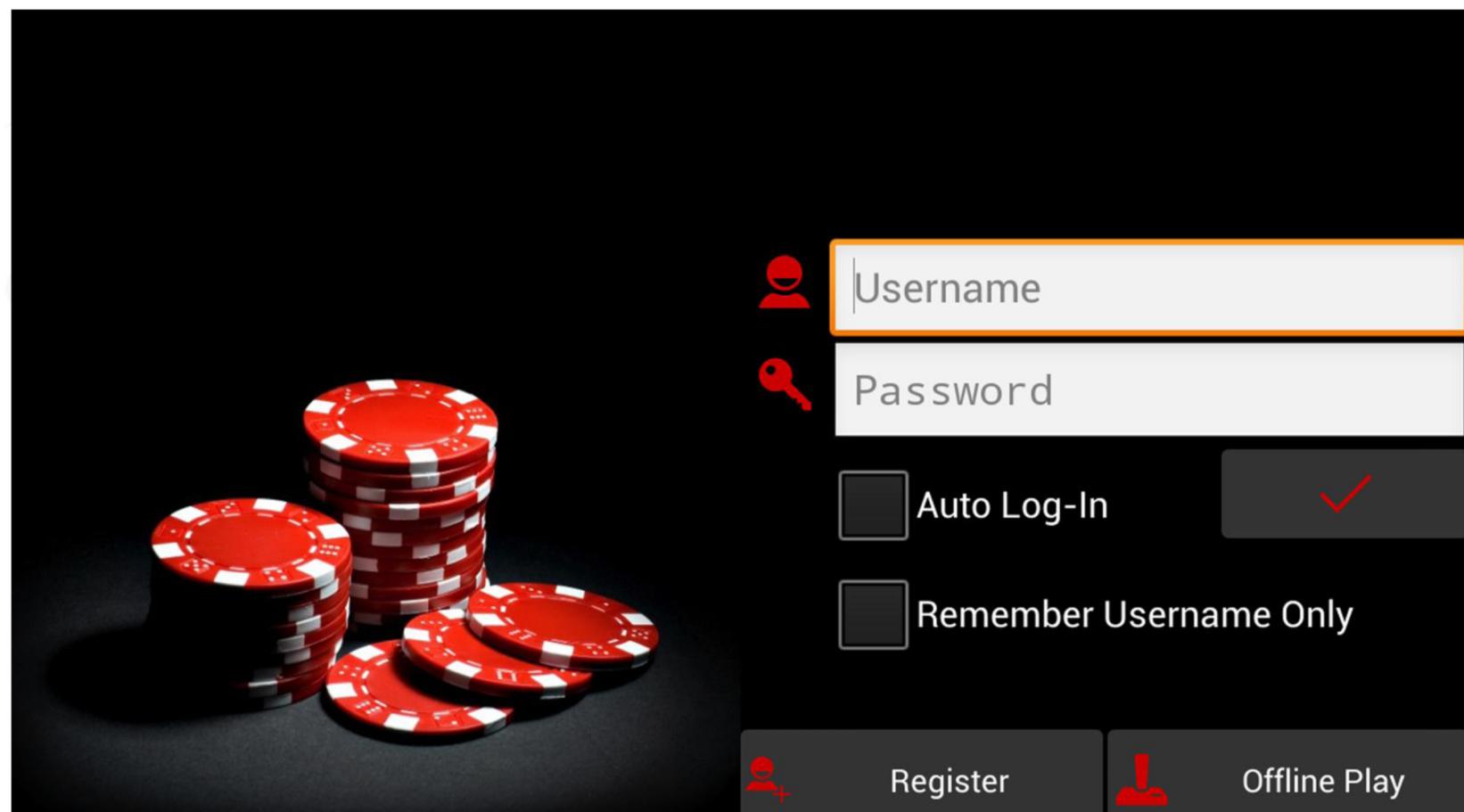


FIG. 1: LOGIN SCREEN

## ARCHITECTURE

The Bluetooth Poker application is reliant on a set of inter-system communication in order to facilitate the interactions between the multiple devices that are required for the game to properly function. The communication between the android clients - joining a table, and the android server - creating a table, is done through bluetooth connections between the server device and

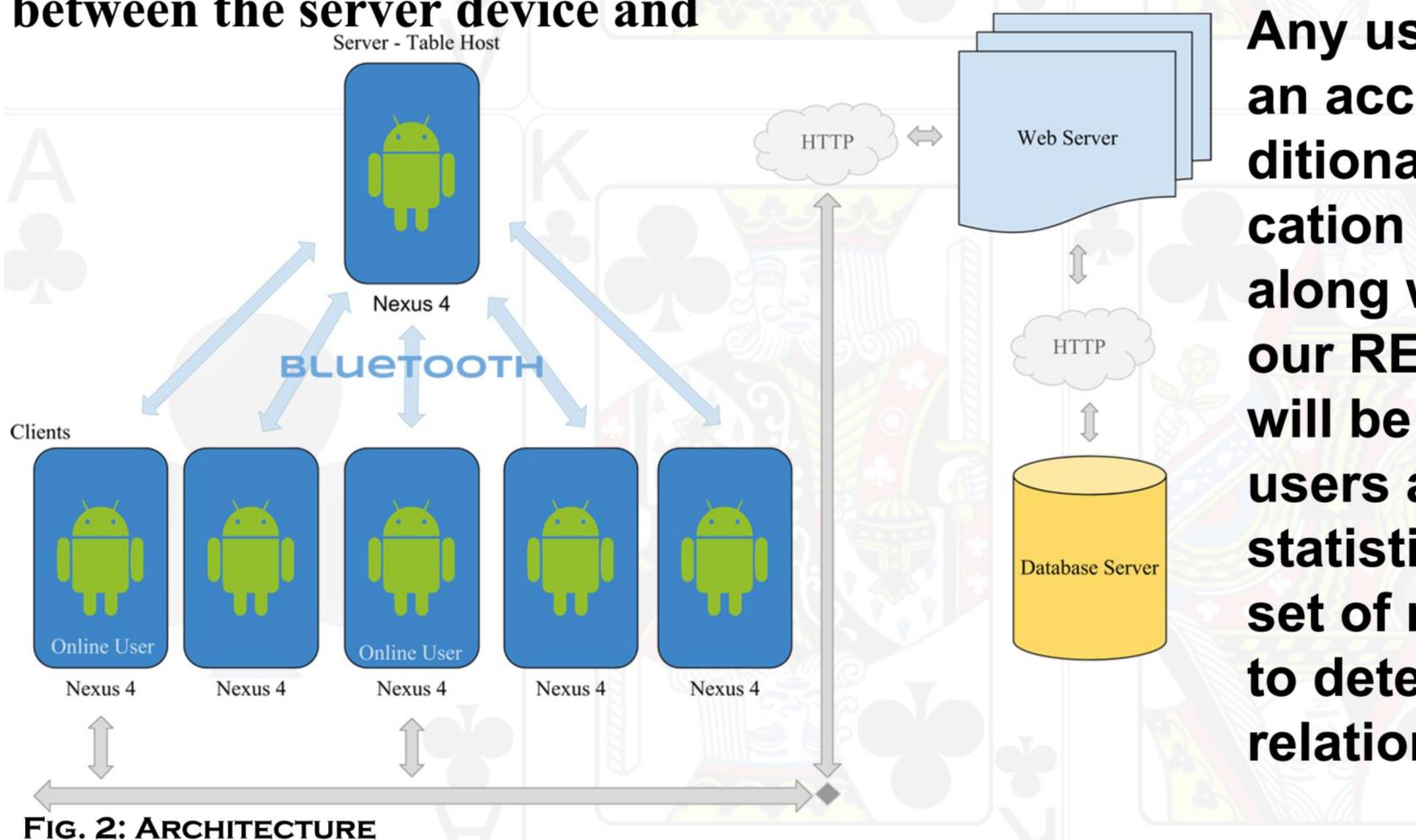


FIG. 2: ARCHITECTURE

**OVERVIEW**

Bluetooth Poker is an Android based application that allows a group of users to play a variation of Texas Hold'em Poker while in close proximity. The application allows a user to host a poker table on their device, and have up to five other players join.

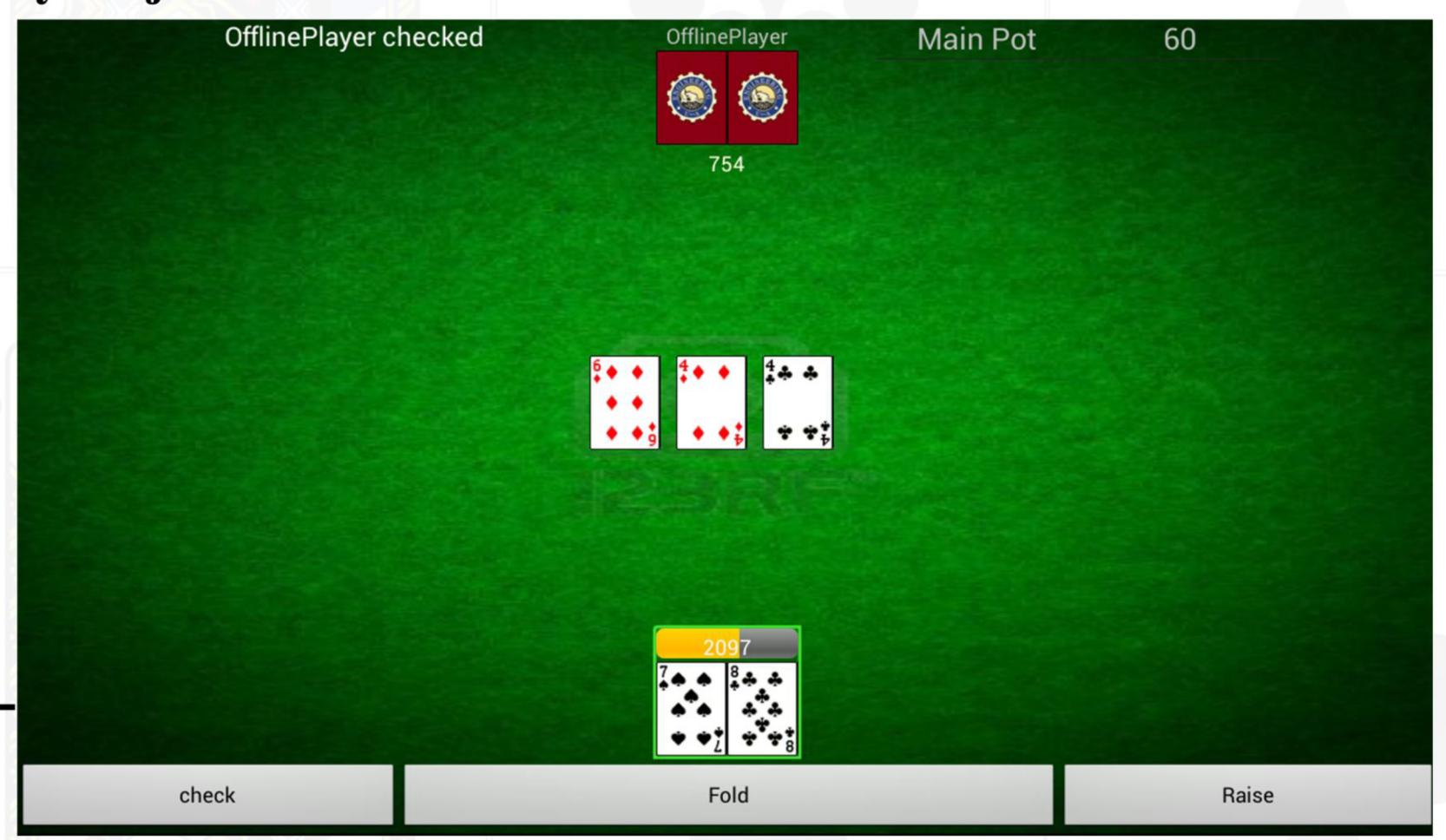


FIG. 6: PLAY AREA

Once the host user starts the game, the game play area is presented to the users and the game begins. The betting style, game progression, and other game rules and procedures are all in the style of the Texas Hold'em variation of poker.

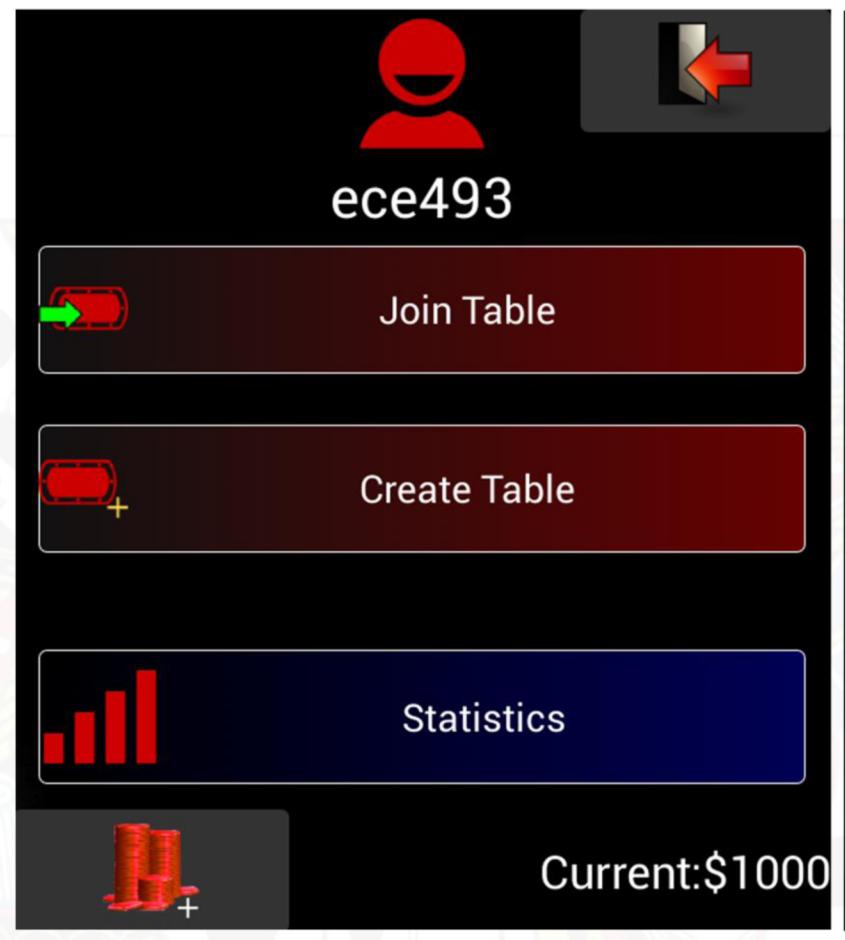


FIG. 4: REGISTERED MAIN SCREEN

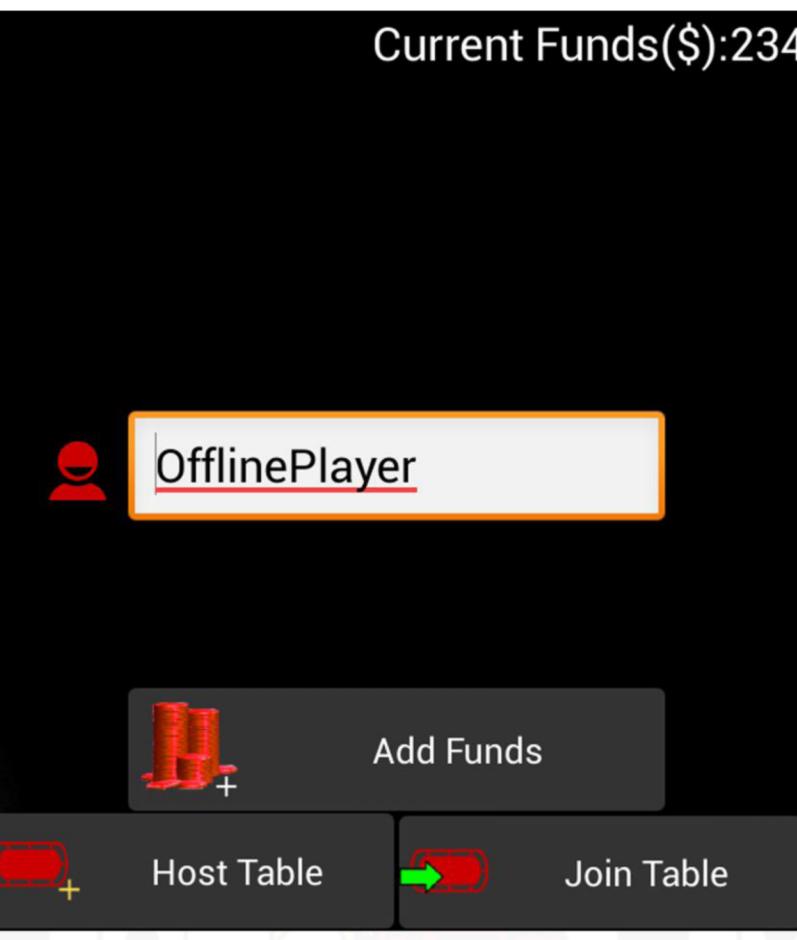


FIG. 5: OFFLINE MAIN SCREEN

## OFFLINE MODE

In the mobile ecosystem, the prevalence of the casual gamer has to be considered. This type of gamer wants to be able to jump into a game with little to no commitment. Our application takes these users into account by allowing an offline mode. In offline mode the user doesn't need to register, and can directly jump into games with other unregistered or registered users. The other upside to this mode is users without a data plan or network connection are still able to jump in and play.

FIG. 3: STATISTICS



## REGISTERED USERS & STATISTICS

Any user that takes the time to register for an account will be granted access to an additional set of statistical features. Our application will record every move a user makes, along with its context, and uploads them to our REST based web service where they will be processed and stored. All registered users are able to access their own personal statistics, the communities' statistics, and a set of rank based statistics that can be used to determine how well players are doing in relation to their peers.

The ranked statistics can compare players by either their net money generated or optimality of game play. The optimality of game play is built on the percentage of actions with a positive expected value based on their current hand, pot size, current bet, and the community cards. Registered users who decided to "AutoLog-in" are only required to have a network connection for their first login. All game data will be stored locally and uploaded to the web service when a network connection is available.



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