OO Poker

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The Project

We set out to design a class based poker game that could be implemented in Java

- Similar to traditional Texas Hold 'Em
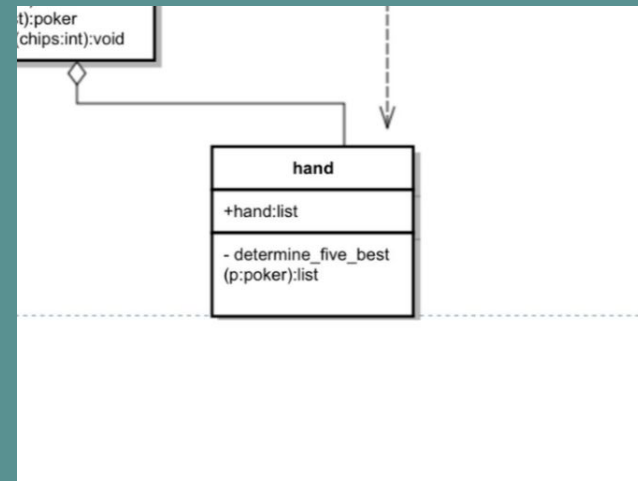- Slight betting modification
- Players maintain an account

Initial Class Diagram

Five initial classes

- ● Player
- ● Game
- ● Poker
- ● Choice
- ● Hand
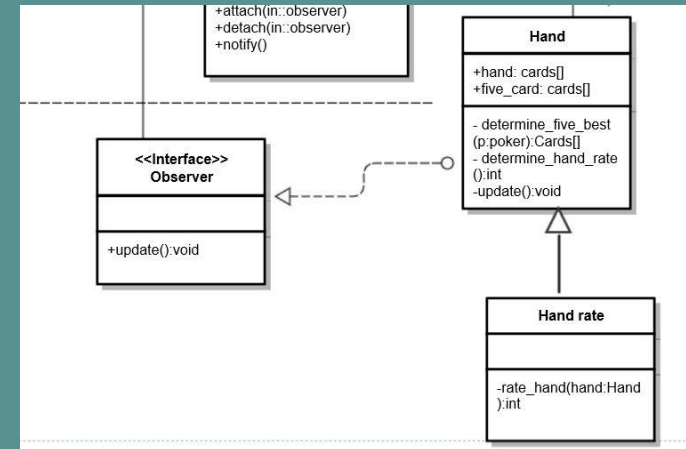
Refactored Class Diagram

Employed observer design pattern

- Updates current winning percentages at each dealing stage in game

Added two additional classes

- Card
- Hand_Rate

Observer

Focuses on setting up a system such that when an object's state is altered, its dependents are altered automatically

● New cards are dealt to players in the game
● The current standings of the players are updated

Demo

https://github.com/ehka/OOP-CSCI4448-Project/blob/master/08_OOPoker_Video.webm