

Project Plan

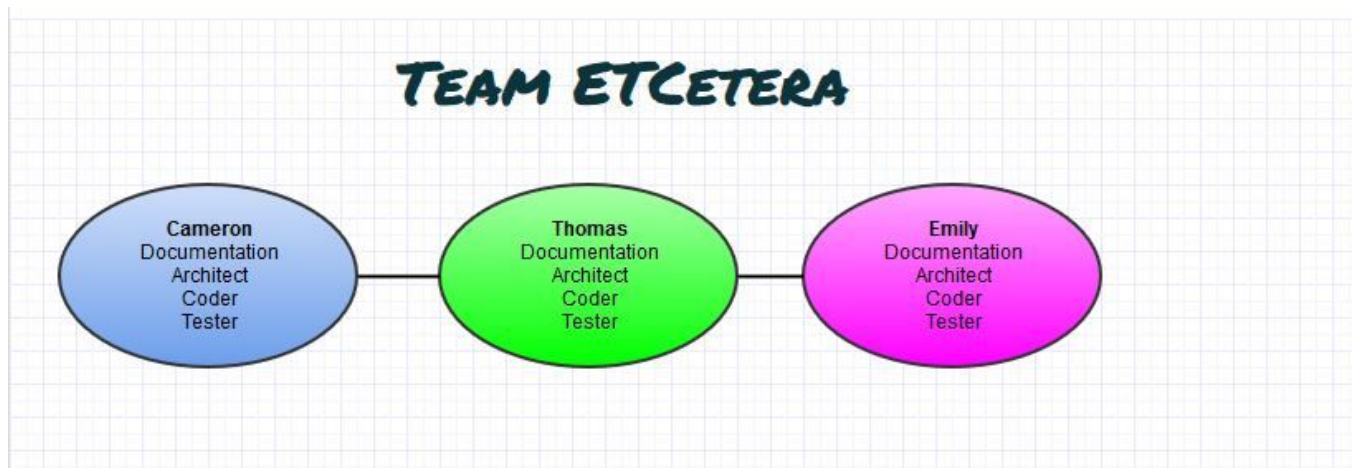
1. Scope Statement

Our project will be to implement and document a standalone Texas Hold'Em Poker game. The software will implement the game for two players: one being the user, the other being the computer. Standard rules and hand evaluation for the game will be strictly followed. The twist to our game will be that relevant statistics and predictions will be shown during play. These will take into account the cards the user and computer have in their hands as well as the cards that are on the table, assuming a standard 52-card deck. These calculations will help the user determine the best plays to make next.

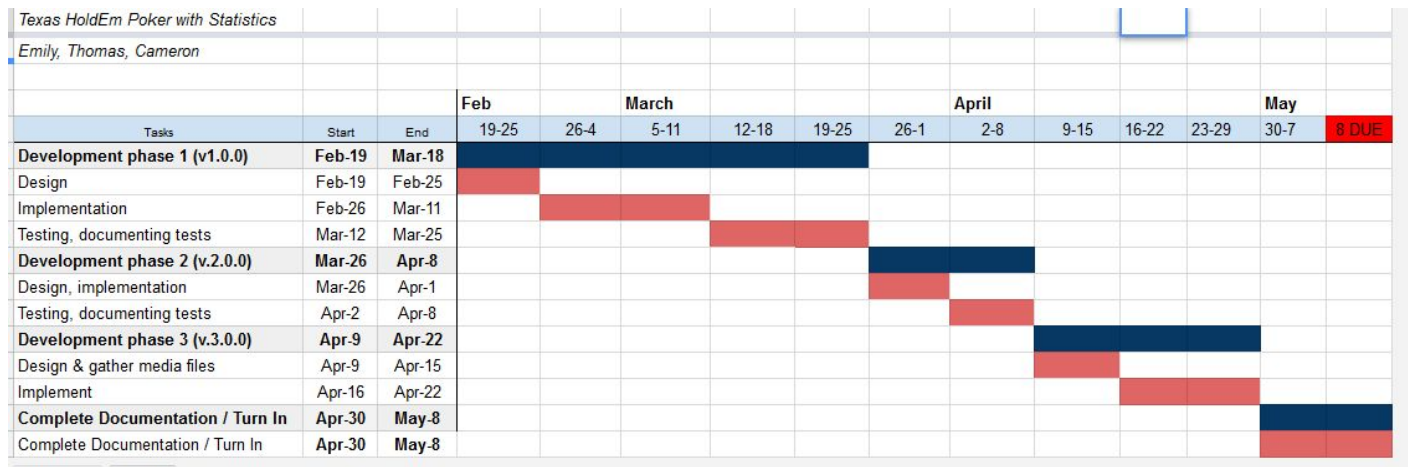
The interface will accommodate a single user with a computer competitor, and will likely be a simple command-line interface at first. As time allows, we hope to expand this to a graphical user interface (GUI) to make it easy and more intuitive to use. The computer competitor will initially be relatively simple, foregoing machine learning algorithms for simple odds-based responses. This will allow us to focus more on the core implementation of the game. However, if time allows, we would like to expand the computer competitor to be based on relevant machine learning algorithms in order to provide a more interesting challenge (both for the players and the creators).

This project will result in a standalone application without an Internet requirement and will not interact with any any other software systems. The game will work on the Windows platform at minimum, specifically Windows versions 7 through 10. The program will be written entirely in Java. If we are able to implement a GUI, we are considering the use of JavaFX, which is incorporated into Java versions 1.7 and higher. We may consider the use of other available software packages if they fit into our design and help reduce the overall workload or improve functionality. However, it is still our goal to have our only dependency be a minimum version of Java.

2. Org Chart



3. Gantt Chart



4. Tools and Standards

Java, Eclipse, possibly JavaFX for GUI

Life Cycle Model: Incremental

5. Configuration Management Plan

Our team will be using GitHub to manage all of the different versions of our software.