# Senior Design
# Milestones, Timeline, and Effort Matrix

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# Timeline:

1. A developer can identify a playing card using computer vision
    a. Find or create vision model
    b. Do basic test visualizing a single card
2. A developer can identify multiple playing cards using computer vision
    a. Expand basic playing card identification by seeing two cards for a single player
    b. Expand multiple card viewership by dividing vision into two players
3. A developer can identify playing cards importance to a poker game using computer vision
    a. Expand multiple card viewership by dividing flop,turn,river and multiple players
    b. Calculate the winner based on river
4. A developer can use computer vision in real time
    a. Expand model from a screenshot to multiple frames
5. A developer can create a user interface showing basic poker information
    a. Create a user interface showing poker information
6. A developer can create a simulated poker game to test user interface
    a. Create a text based simulated poker game to test user interface
7. A developer can link user interface to computer vision
    a. Port the computer vision to the same text stream format to be used for user interface
8. A user can see winner of a hand in poker on user interface
    a. Live demo of beta system
9. A user can see whose turn it is on GUI
    a. Add functionality to see who has bet
    b. Add functionality to determine dealer
    c. Calculate players turn
    d. Display turn on GUI
10. A user can use GUI for a full hand
    a. Live demo with turn tracking
11. A user can use Application for 3 hands
    a. Create functionality to rest when the hand has ended
    b. Live demo of 3 hands
12. A developer can detect multiple players
    a. Create functionality for a cash game
        i. Players can leave or join between hands
13. A developer can detect when a player is no longer playing
    a. Detect a player is no longer being delt cards
    b. Detect when a play has no chips
14. A user can use Application for an entire game of poker
    a. Full system test
    b. Live demo

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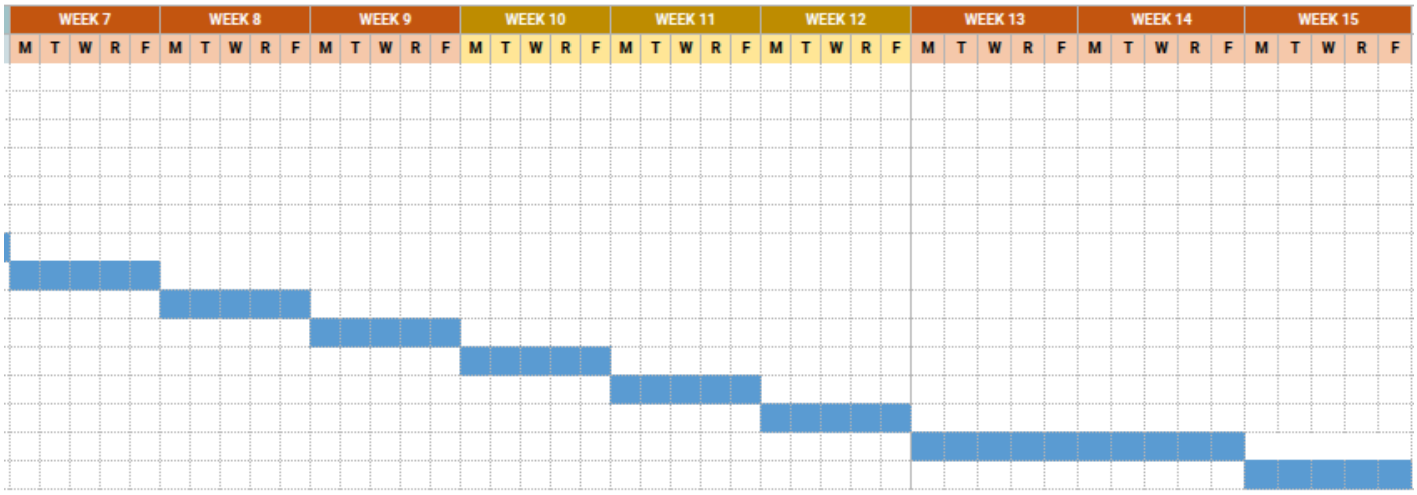
|---|---|---|---|---|
| A developer can identify a playing card using computer vision | 1/12/26 | 1/15/26 | 3 | 0% |
| A developer can identify multiple playing cards using computer vision | 1/15/26 | 1/19/26 | 4 | 0% |
| A developer can identify playing cards importance to a poker game using computer vision | 1/19/26 | 1/23/26 | 4 | 0% |
| A developer can use computer vision in real time | 1/26/26 | 1/30/26 | 4 | 0% |
| A developer can create a user interface showing basic poker information | 2/2/26 | 2/6/26 | 4 | 0% |
| A developer can link user interface to computer vision | 2/9/26 | 2/13/26 | 4 | 0% |
| A user can see winner of a hand in poker on user interface | 2/16/26 | 2/20/26 | 4 | 0% |
| A developer can create a simulated poker game to test user interface | 2/23/26 | 2/27/26 | 4 | 0% |
| A user can see whose turn it is on GUI | 3/2/26 | 3/6/26 | 4 | 0% |
| A user can use GUI for a full hand | 3/9/26 | 3/13/26 | 4 | 0% |
| A user can use Application for 3 hands | 3/16/26 | 3/20/26 | 4 | 0% |
| A developer can detect multiple players | 3/23/26 | 3/27/26 | 4 | 0% |
| A developer can detect when a player is no longer playing | 3/30/26 | 4/3/26 | 3 | 0% |
| A user can use Application for an entire game of poker | 4/6/26 | 4/17/26 | 11 | 0% |
| demo | 4/20/26 | 4/24/26 | 4 | 0% |



## Effort Matrix:

As a sole project I will complete all of the work for all tasks.