



Red Apple Technologies Pvt.Ltd.

Poker Game Development- Texas Hold'em

SUMMARY

Dear Client,

Please find enclosed our detailed structure for the Texas Hold'em Poker Game Development for your kind consideration.

As per the discussion and the finalised scope of the project, we have listed down the features to be used for your reference and the future correspondence.

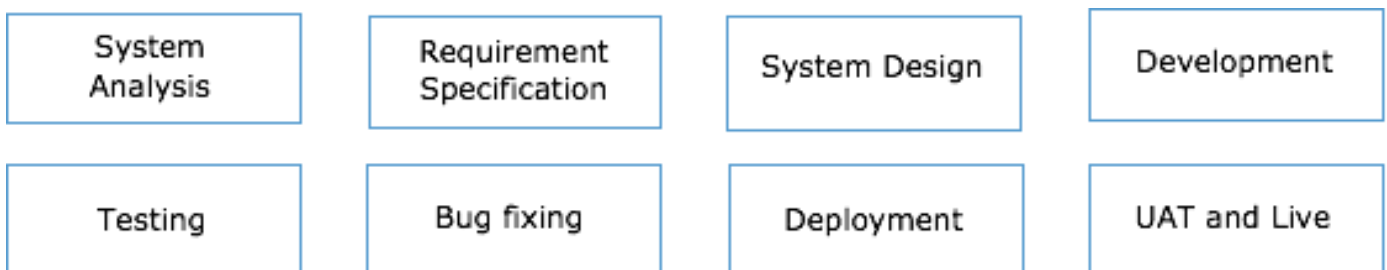
DOCUMENT DETAILS

Document:	Poker Game Development – Texas Hold'em
Version:	1.1 – Revised
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DOCUMENT PURPOSE

This is the document for the Texas Hold'em Poker Game Development. This document describes the understanding of the scope and the work items to be implemented in this phase.

The Project Scope also includes scope, solution approach, and effort details. To manage the full development of the requirements defining the following key activities:



PROJECT OVERVIEW

We will be developing a mobile application for both iOS and Android phones for the Texas Hold'em Poker Game. Also we will be developing the Admin Panel Web Portal. Features for the application are described in detail in the given below section.

TYPE OF USERS

Following is the type of users who can use the mobile application.

User Type	Platform	Language
User	iOS, Android, Only for Desktop Browser	English
Super Admin and Agent	Web	English

GAME OVERVIEW

- Only Mobile App Based – Android and iOS.
- Only Desktop Browser Version to be provided, but for that user have to download a Unity Plugin while playing on the Desktop Browser.
- Only Texas Hold'em Poker - No Limit(NLH) Version –Normal Table and Tournament
- Pot Limit Hold'em to be excluded.
- Single Table – Single Stake – Multiple room creation for the same table, automatic.
- Single or One Player can Join only One game at a time.
- No Chat Option in the gameplay.
- Customer Support with Live 24x7 Chat option – Not Priority but if possible or else or form fill up section with Query to reach the admin – If We integrate the Live chat support, the Third Party License and Payment has to be beared or taken care by the Client.
- No Real Cash Involvement and No Payment Gateway Integration.
- NO Deposit and No Withdrawal Option for the User's profile.
- No Avatars and no Characters or Character Images to be included in the designs.
- No referral code or no signup or no welcome bonus nor any form of bonuses for the User.
- Only Referral code or Agent Code for the Agent.
- Agent Code – Auto assigned by the System when on board/assigned by the Admin
- Assignment of Bot's- Auto as well as Admin Controllable (On/OFF)
- Fiat Money/Real Money Transaction details not required
- Transaction Details only for the Add/Withdraw Chips/Coins as Done and Maintained by the Admin in the Backend
- Tournaments Management and Tournament needs number of rounds details

- Normal Table Management
- Addition and Withdrawal of Chips/Coins to be managed by the Admin manually
- User(APP and Only Desktop Browser) and Agent Panel(Web Portal – Only View Option)
- Admin Panel(Web Portal)
- Admin:
 - i) Role and Responsibility module(Super Admin, Admin, Agent, Player)
 - ii) Add Chips/Coins – to be done manually by the admin
 - iii) User Management – Details are mentioned in the Admin Features Section Below – Please refer page no – 7.
 - iv) Manage percentage cut for the Platformer/Agent – To be managed by the Admin manually in the backend admin panel and the details will be displayed in the frontend in the Agents Portal-
 - v) Bet time management – To be managed in the Backend while creating the game.
- Rakes/Inhouse Commission- In case of normal Table, it will be deducted from the winning pot after each round of play on the table.
- Fees/Inhouse Commission – In case of Tournament will be deducted at the end/finish of the tournament from the Winner or Winners Prize money only and then the balance will be added in the users balance.
- Tournament winners will be decided as per the rule. The Structure will be set in the Admin Backend Panel.
- Multilingual – English, Korean and Vietnam. only the UI part will be in 3 languages. The Gameplay and the sections related to that to be in English only. Korean and Vietnamese texts to be provided by the Client.

CORE FEATURES OF USER SIDE GAME

- **Launch Screen**
 - A splash screen will appear when the user launches the application.
- **Sign Up.**
 - Username/Nickname/Screenname – Unique and Non Changeable
 - Email – to be verified – Non Editable.
 - Mobile No – to be verified, non editable – SMS Gateway and details to be provided by the Client.
 - Password
 - Agent Code – Optional
 - Agree Terms and Condition – Compulsory

- Language Selection – English, Korean, Vietnamese
- **Login – User and Agent**
 - Email Id/Phone No or Username/Nickname/Screenname
 - Password
 - Language Selection – English, Korean, Vietnamese
- **Forgot Password**
 - Email Id
 - Will receive the reset link in the registered email ID
- **Dashboard**
 - User Screen
 - User Profile – Nickname/username/Screenname, email Id, Chips/Coins Balance,
 - Complete Profile – Name, Country, Date of Birth – User will input. One time and non editable.
 - Settings – Sound On/Off
 - Change Password
 - Tournament History
 - Table History
 - Logout
 - Table Listings
 - Tournament Listing
 - Language Selection – English, Korean, Vietnamese
 - More
 - Hand Rankings
 - Rules
- **Agent Screen – Only for View. Will not Add Players or Chips/Coins. Cant Join the Table and or Tournament – Web Portal**
 - Login – Agent
 - Email Id or Phone No
 - Password
 - Language Selection – English, Korean, Vietnamese
 - Forgot Password
 - Email Id
 - Will receive the reset link in the registered email ID
 - Agent Code – Non Changeable
 - Agent Profile and details – such as personal details and commission- Non Editable.
 - Change Password
 - Agent's Players History/List
 - Agent's Players Tournament/Tables History
 - Language Selection – English, Korean, Vietnamese

- Logout

- **Normal Tables**

- User will join single table at a time only using the Chips/Coins Balance in the user's Account
- Big Blind/Small Blind
- Rebuy
- Bet Timer – Bet Time Management
- Balance
- Sitout option
- Leave Table Option
- Auto Muck
- Time Bank
- Call, Fold, Check, Raise, slider with minimum, half, x2 or all-in
- Auto Bot Assignment or Admin Decidable.
- User who is not playing can view the Tables –
 - User must be registered to the platform to avail this option.
 - User who is sit out from the table, can watch the table.
 - User when click on the desired table, he will be asked to take seat/join on the table. If he does not opt for the option then he can view the table.

- **Tournament tables**

- List of Tournamnets – Active, Ongoing, Upcoming
- Registration Screen – Tournament Screen
- Tournament Details – Date and time, Prize Pool, Buy-in, Registration End Timer, Total Registered Players, Rebuy, Starting Chips, Tournament Description.
- Maximum entries per player
- Levels, Antes, Level time
- Break Time
- Winning Places to be awarded or paid – As per the rule and the structure set in the Backend Admin Panel
- User who is not playing can view the Tables
 - User must be registered to the platform to avail this option.
 - User who is sit out from the table, can watch the table.
 - User when click on the desired table, he will be asked to take seat/join on the table. If he does not opt for the option then he can view the table.
- Display of Largest, Average and smallest Stacks.

- **Tournament in Table Display**

- User while playing displays the Current rank
- Display of level ranks and tournament name
- Display of Total Players and remaining players

- Next break timer display notification 5 minutes before
- Rebuy end timer once last level has started
- Auto Muck
- Time Bank
- Bet Time – bet Time Management
- Call, Fold, Check, Raise, slider with minimum, half, 3/4 or max
- Chat option
- **Contact us /Customer Support - with Live 24x7 Chat option – Not Priority but if possible or else or form fill up section with Query to reach the admin – If We integrate the Live chat support, the Third Part License and Payment has to be beared by the Client.**
- **No Deposit Screen**
- **No Withdrawal Screen**
- **If the connection is lost or the player is logged out – In Case of the Normal Table, the chips/coins balance will be added to the users account. Will have the option of rejoining the table with his desired Chips/Coins Fresh. But in case of Tournament, if the user will be sit out then he will be on Auto Muck option, with his chips/coins getting deducted as when on antes or big blind/small blind. And if he again joins, he will be joining with the remaining balances of the chips/coins.**

CORE FEATURES OF SUPER ADMIN WEB PORTAL

- **Login – Super Admin /Admin**
- **Language Selection – English, Korean, Vietnamese**
- **Dashboard**
 - Display of Daily/Weekly/Monthly Revenue generation
 - Poker wallet – chips/coins in play, rake collection
 - Active Tables, Tournaments, Players
 - Newly registered players
- **User Management – Edit, Modify, Enable/Disable,**
 - Users List
 - Username/Nickname/Screenname, email id, phone no, Name, Country, Date of Birth, Chips/Coins Balance, Chips/Coins Total Chips/Coins Added, Withdrawn/Deducted, Total Rakes, Total Hands, Tournament Winnings, Registration Date, Last Login date, Agent Code, Status
 - Tables History
 - Tournament History
 - Withdrawal/Deduction of Chips/Coins History

- Added Chips/Coins History
- Add Chips/Coins
- Admin can active/inactive user
- **Statistics**
 - Normal Table Games Played Count, each Tables full Details, History, Listings
 - Tournament Played Count, Each tables full Details, History, Listings along with leaderboard listings.
- **Table Management – Create, Disable/Enable (if Already created), Edit, Delete(The Table will be deleted but not its previous playing details)**
 - Table name
 - Game Type – Texas Hold'em No Limit or Texas Hold'em Pot Limit
 - Bots Enter – On/Off
 - Rake – No rake, Yes Rake
 - Seats – 0 to 9 selectable
 - Action time/ Bet Timer
 - Small Blind, Big Blind
 - Minimum Buy in
 - Maximum Buy in
 - Auto Muck option
- **Tournament management – Craete, Edit, Delete, Modify, Disable/Enable, Delete(The Tournament will be deleted but not its previous playing details)**
 - Create Tournament
 - General Display - Name, Game Type – Texas Hold'em No Limit or Texas Hold'em Pot Limit, Start time, Buyin Amount, Entry fee, minimum players, maximum players, rebuys, late entry, structure, status, registered user
 - Click every tournament should show – Status(announced, finished, registering, finished, cancelled)
 - Tournament Start Time – Rolling start, Run Once, Once per day, once per week, selection of days of the week, once per month, once per three months, once a year.
 - Schedule – same as tournament start time
 - Registration opens minimum before – option to enter data and time and minutes
 - Tournament Name
 - Buy in Amount
 - Entry fee
 - Starting chips
 - Minimum player to be registered or else tournament will be cancelled
 - Maximum player to be allowed
 - Seats – 0 to 9 selectable
 - Rebuys maximum count
 - Rebuys expiry level

- Rebuy amount
- Rebuy chips amount
- Add on
- Add on available Level
- Add on expiry level
- Add on amount
- Add on Chips amount
- Late entry
- Late entry expiry level or time
- Structure
- Small Blind, Big Blind
- Bot Assistance
- Antes and Levels
- Prize Pool Amount
- Tournament Prize amount to be distributed automatically as per the rule. Winners will be decided ad per the rule. The Structure will be set in the Admin Backend Panel.
- **Add/Deduct Chips/Coins Management and Transaction details and History.**
- **Agent Management – Create, Edit, Enable/Disable**
 - Agent List View
 - Create Agent
 - Agent Code System Auto Generated and only single and unique for every agent
 - Name, password, Email Id, Phone no, Country, Percentage commission
 - Agent players List and their Histories
 - Active /Inactive Agent
- **Super Admin, Sub Admin Roles and Responsibility Management**
- **Bot Management**
- **Rakes/Inhouse Management and Details**
- **Winning/Prize Payout Structure Management**
- **Countries Management**
- **Terms and condition and Privacy Policy Management – To be Provided by the Client.**
- **Change Password**
- **Contact us/Customer Support**

DEVELOPMENT MODULES

- App Name – To be provided by the Client
- Set Up and Initiation of the Project
- Project Setup

- UI and Asset Designing –
 - App icon
 - Splash / Menu Page
 - Game Play Page
 - Win screen
 - Settings Page
 - Cards
 - Tables
 - Chips/Coins
 - Pot
 - Custom BG for tables
- UI Integration
- App Development – Android and iOS
- Admin Portal and Agent – Web Portal
- Database Setup
- Card Management Logic or Card Shuffling Logic for Game Play
- Multi Player Turn Based Game Play Process
 - Initial card dealing
 - View card for first dealing, giving 2 cards in hand folded to the players
 - All player turn based deal completion
 - Second round of card dealing with 3 cards given to all players
 - View card after complete dealing
 - Core game play in online mode among 2, 3,4, 5 or to players on the table
 - "Core object play:

The two players to the left of the dealer are called the small blind and the big blind, respectively."
 - One player acts as dealer. This position is called the button and it rotates clockwise after every hand.
 - Every player then receives two cards face down. These are called \"hole\" cards.
 - Once all hole cards have been dealt, the first betting round begins with the player sitting immediately to the left of the big blind. This player can fold, call (match the amount of the big blind) or raise.
 - The Process Continues till the Table and or Players are active.
- Betting Procedures for the Game Play
 - Betting then continues clockwise, with each player having the option to fold, call the amount of the highest bet before them, bet or raise.
 - When the first betting round is completed, three community cards are flipped face up on the table. This is called the flop.

- When the second round of betting is finished, a fourth community card is flipped face up on the table. This is called the turn.
- The third round of betting commences with the first remaining player sitting to the left of the button.
- When the third round of betting is over, a fifth community card is flipped face up on the table. This is called the river.
- Win Logic for the Game Play
- Win Value Logic
 - All players playing and lost the round will have the complete bet value assigned to the winning player pot / wallet.
- Language Integration – Will be only UI Part and the Game Play section and the sections related to that will be in English only. Integration will be done by us and the Text, documents, supports, scripts, to be provided by the Client.
- Server Integration – Server setups will be done by us and the cost will be beared by the client. There are 2 server requirement Development Server and the Production Server.
- AI/Bot Integration for the Game Play
- Security Setup-Related to the Game play and the Frontend and Backend side.
- Risk Management – General Gameplay and the User Module and Admin Module side
- API Integration – API Integration will be done by us but the costings of the API's will be beared by the Client.
- Play Store and Apple Store Details to be provided by the User. Payments/costings related to these stores will be beared by the Client.
- Testing and Bug Fixing.
- User Side Testing to be done by the Client as well.
- Deployment/Hosting

CONCLUSION

The document refers all the details and the scope of the work as discussed and finalised. The execution of the same will be solely based on the above points and criteria's.