POKER APP

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FEATURES

- Receives player's name and keeps track up until 5 losses occur
- Deck of 52 shuffled cards which will be dealt in the order they are shuffled – no repeats in a game
- Detects Poker combinations based on the player's hand and the 5 cards on the table
- Visual representation of cards dealt (including card dealt face down)

GAME LOGIC

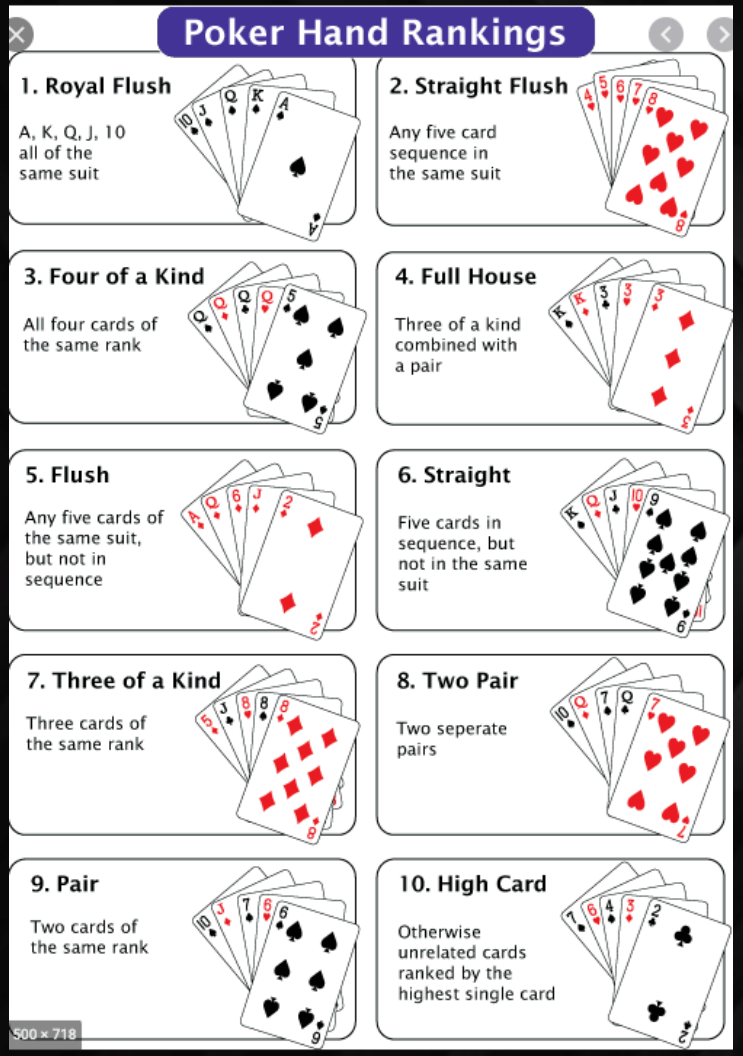
- Card object
- Deck object (array of 52 cards)

```
cards = [
[{2d: 1 }, {2c: 2}, {2h: 3 },  {2s: 4 }] ,
[{3d: 5 }, {3c: 6}, {3h: 7 },  {3s: 8 }],
[{4d: 9 }, {4c: 10}, {4h: 11 },  {4s: 12 }],
[{5d: 13 }, {5c: 14}, {5h: 15 },  {5s: 16 }],
[{6d: 17}, {6c: 18}, {6h: 19 },  {6s: 20 }],
[{7d: 21}, {7c: 22}, {7h: 23},  {7s: 24 }],
[{8d: 25 }, {8c: 26}, {8h: 27 },  {8s: 28}],
[{9d: 29}, {9c: 30}, {9h: 31 },  {9s: 32 }],
[{10d: 33 }, {10c: 34}, {10h: 35 },  {10s: 36 }],
[{Jd: 37 }, {Jc: 38}, {Jh: 39 },  {Js: 40 }],
[ {Qd: 41 }, {Qc: 42}, {Qh: 43 },  {Qs: 44 }],
[{Kd: 45 }, {Kc: 46}, {Kh: 47 },  {Ks: 48 }],
[{A: 49 }, {A: 50}, {A: 51 },  {A: 52}]
]
```

```
order = [
[' ', ' '],
[2, :♦], [2, :♣], [2, :♥], [2, :♠],
[3, :♦], [3, :♣], [3, :♥], [3, :♠],
[4, :♦], [4, :♣], [4, :♥], [4, :♠],
[5, :♦], [5, :♣], [5, :♥], [5, :♠],
[6, :♦], [6, :♣], [6, :♥], [6, :♠],
[7, :♦], [7, :♣], [7, :♥], [7, :♠],
[8, :♦], [8, :♣], [8, :♥], [8, :♠],
[9, :♦], [9, :♣], [9, :♥], [9, :♠],
[10, :♦], [10, :♣], [10, :♥], [10, :♠],
['J', :♦], ['J', :♣], ['J', :♥], ['J', :♠],
['Q', :♦], ['Q', :♣], ['Q', :♥], ['Q', :♠],
['K', :♦], ['K', :♣], ['K', :♥], ['K', :♠],
['A', :♦], ['A', :♣], ['A', :♥], ['A', :♠],
]
p order.index([player_hand[0].value, player_hand[0].suit])
```

```
if player_scores.combination(5).find {|a,b,c,d,e| a+b+c+d+e == 205 ||
a+b+c+d+e == 210 || a+b+c+d+e == 215 || a+b+c+d+e == 220}
```

GAME LOGIC



1. Royal flush:

```
if player_scores.combination(5).find {|a,b,c,d,e| a+b+c+d+e == 205 ||
a+b+c+d+e == 210 || a+b+c+d+e == 215 || a+b+c+d+e == 220}
```

2. Straight flush:

```
elsif (player_card_number.each_cons(5).find {|a| a[1] - a[0] == 4})
&& (player_card_suits.combination(5).find{|a,b,c,d,e| (a==b) && (b==c) && (c==d) && (d==e)})
```

3. Four of a kind:

```
player_card_number.combination(4).find {|a,b,c,d| a+b+c+d == a* 4}
```

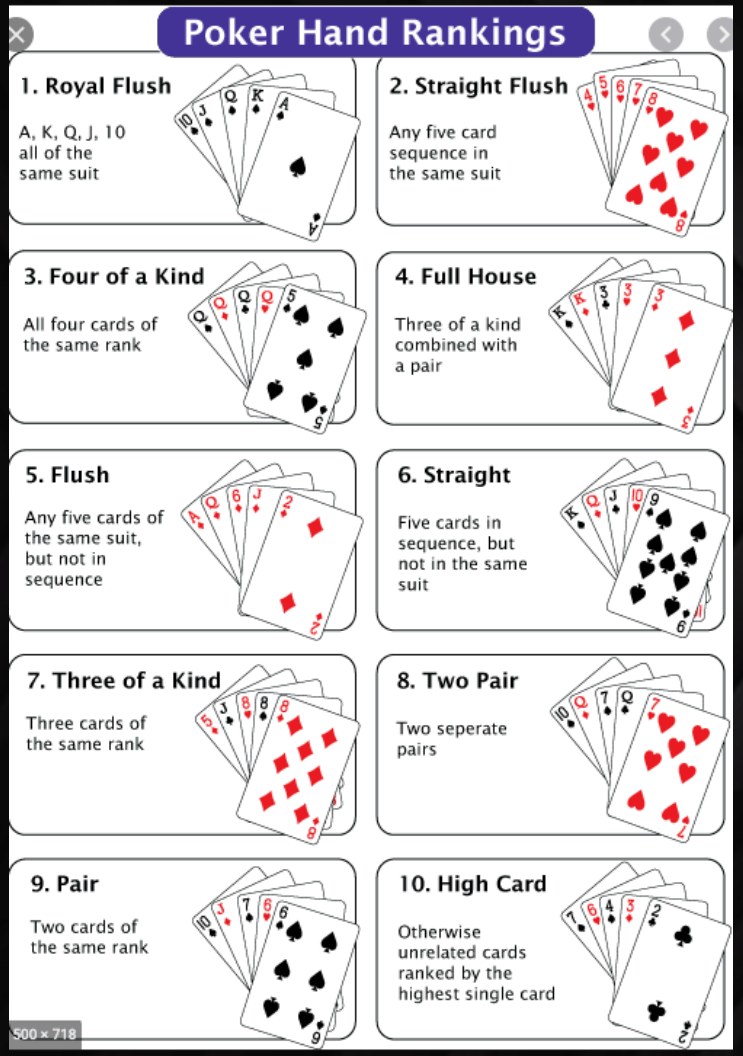
4. Full House:

```
elsif (player_card_number.combination(3).find {|a,b,c| a+b+c ==a*3} )
&& (player_card_number.combination(2).find {|a,b| a+b ==a*2} )
```

5. Flush:

```
player_card_suits.combination(5).find{|a,b,c,d,e| (a==b) && (b==c) && (c==d) && (d==e)}
```

GAME LOGIC



6. Straight

```
player_card_number.each_cons(5).find {|a| ((a[1] - a[0] == 1) && (a[2] - a[1] == 1) &&
(a[3] - a[2] == 1) && (a[4] - a[3] == 1)) }
```

7. Three of a kind

```
player_card_number.combination(3).find {|a,b,c| a+b+c == a* 3}
```

8. Two pair

```
player_card_number.combination(4).find {|a,b,c,d| (a+b == a* 2) && (c+d == c*2)}
```

9. Pair

```
player_card_number.combination(2).find {|a,b| a+b == a* 2}
```

REVIEW

Challenges:

- MVC
- Visually displaying cards in command line
- Animation sequence by iterating through arrays containing ASCII art

Favourite:

- Game logic