

Screen Sketches

TA_123

Poker App

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Actors:

Players: Have the privilege to

- Call, raise, fold, check on their hands
- ReBuy into the game if they run out of chips
- Leave games whenever they want (cashout)
- View their win-loss stats and amount of chips

Admins/Pitboss:

- View players profiles
- See chips leaders/ leaderboard
- Edit chip counts
- Manage AI players

AI Players (UI bot):

- Make the same moves as the player
- Randomized moves based on their hands
- Equal opportunity to win the hand as the other players

Non-Functional Requirements

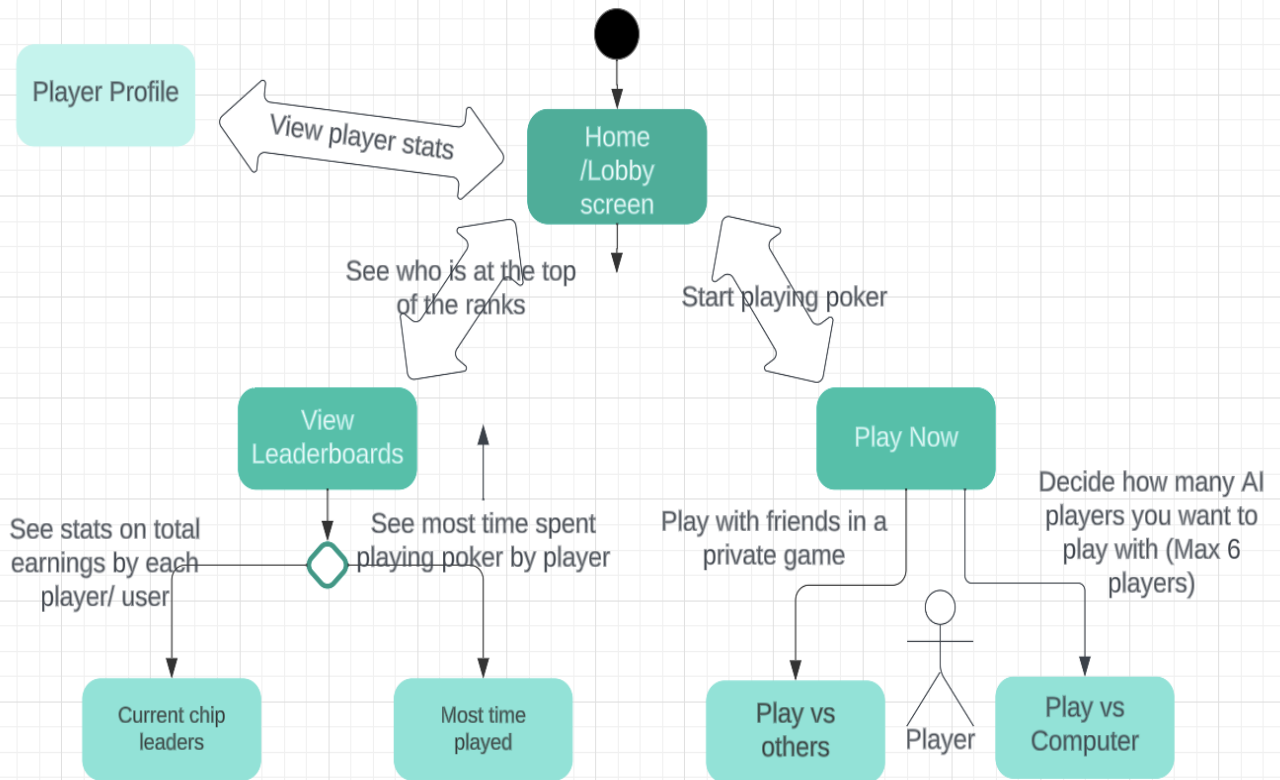
- The user has 30 seconds to decide what move they want to make or if they disconnect from the game.
- The user should not have to wait more than 1 second for any UI element to respond, like when pressing buttons to call, fold, etc.
- Only one user should be able to bet at once and go in order.
- The player(s) and AI bots get new cards at the end of every turn.
- Admins keep track of each player's overall chip count.

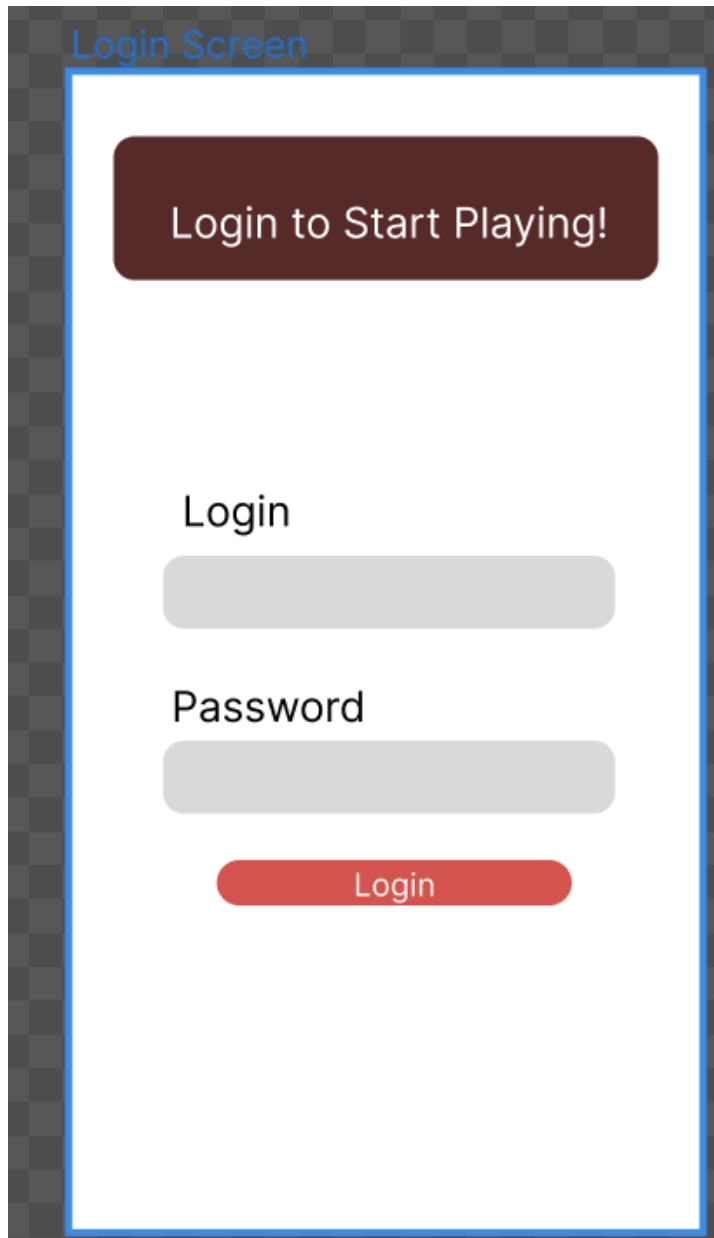
Tables and Fields

Screen Flow Diagram

Screen Flow Diagram

Nicholas Pinnello | September 15, 2023





The image shows a mobile app login screen. At the top left, the text "Login Screen" is written in blue. Below it, a dark red rounded rectangle contains the text "Login to Start Playing!". Further down, the word "Login" is followed by a light gray input field. Below that, the word "Password" is followed by another light gray input field. At the bottom, a red rounded rectangle contains the text "Login". The entire screen is framed by a blue border.

Figure 1:(Kev)

This screen will be the start-up screen for the app. Users can sign in using their login/username and password.

Logging in will determine whether the user is an admin or player and determine their privileges.

This also allows users to create new profiles to accumulate new stats to compare to an old account. The player could use this to see progress.

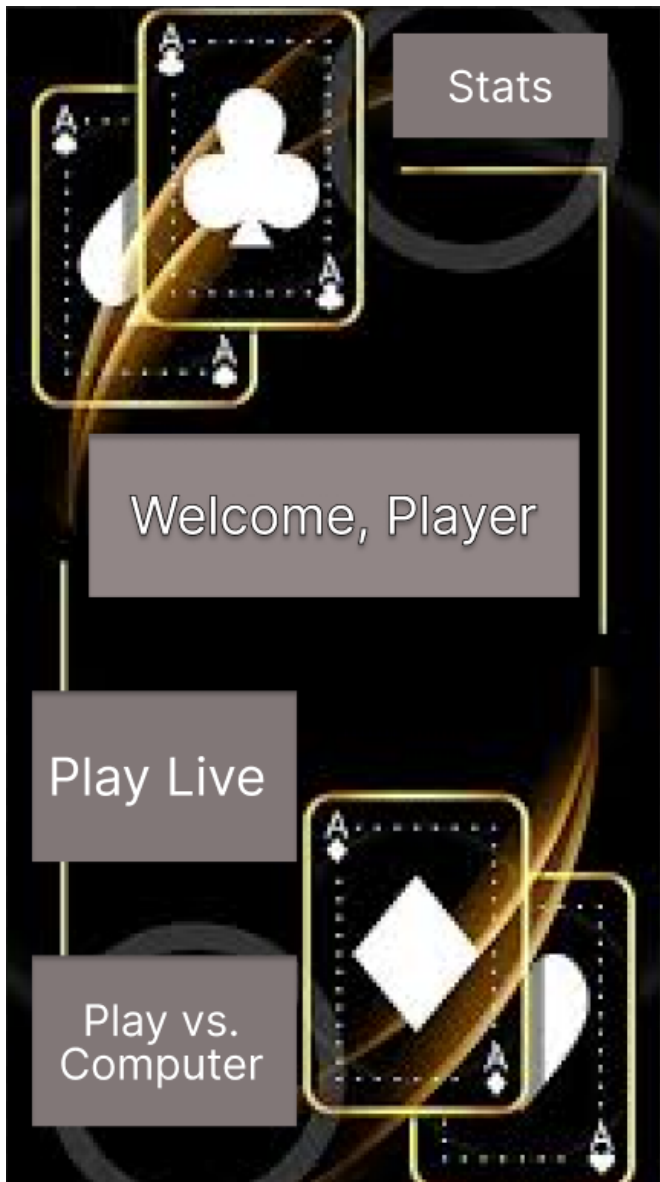


Figure 2:(Alex)

This screen will follow after the user logs in. They will have a welcome message at the top of the screen displaying their username. Also, if they are an admin, they will have a star next to their name to establish their privileges.

Users can select the View Stats tab to view their game stats.

Users will also be able to start a game from this screen. There are two options for playing: a private game with friends or playing solo vs. AI bots.

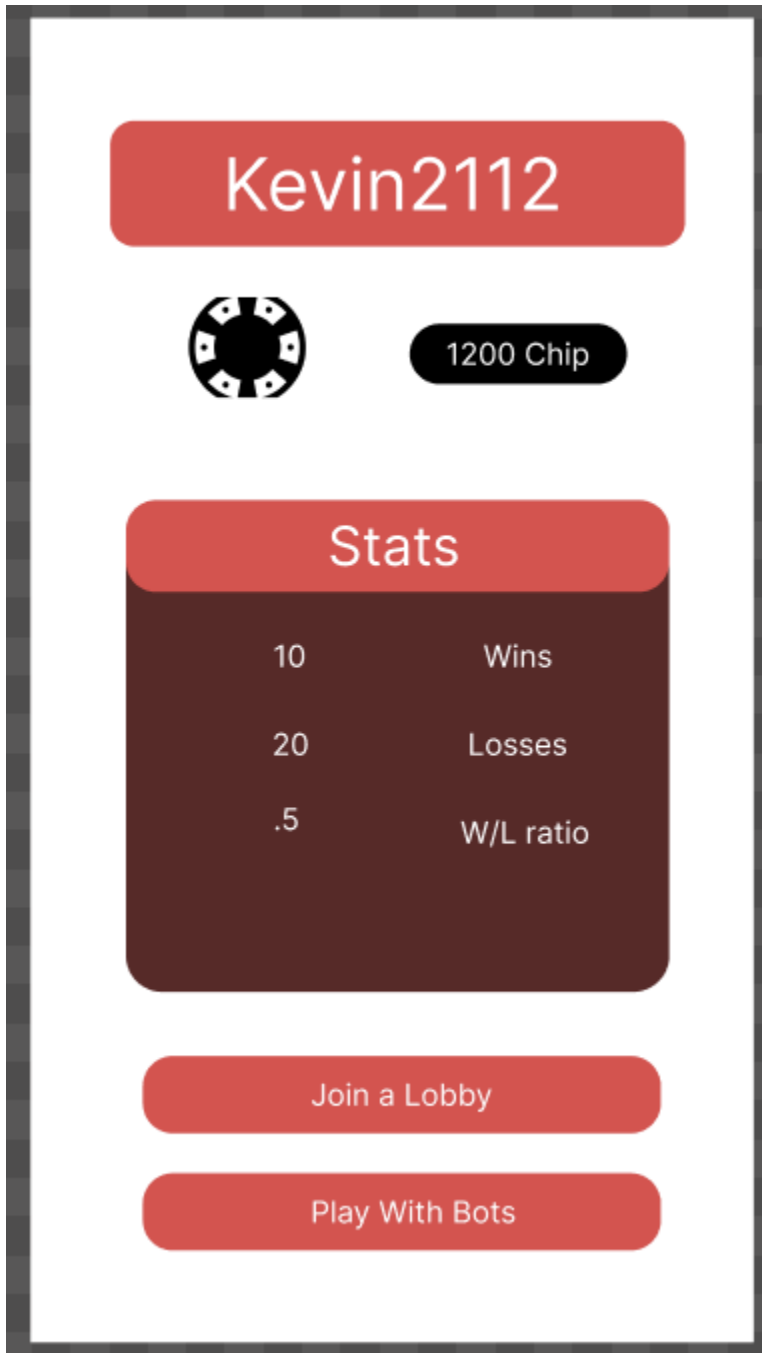


Figure 3:(Kev)

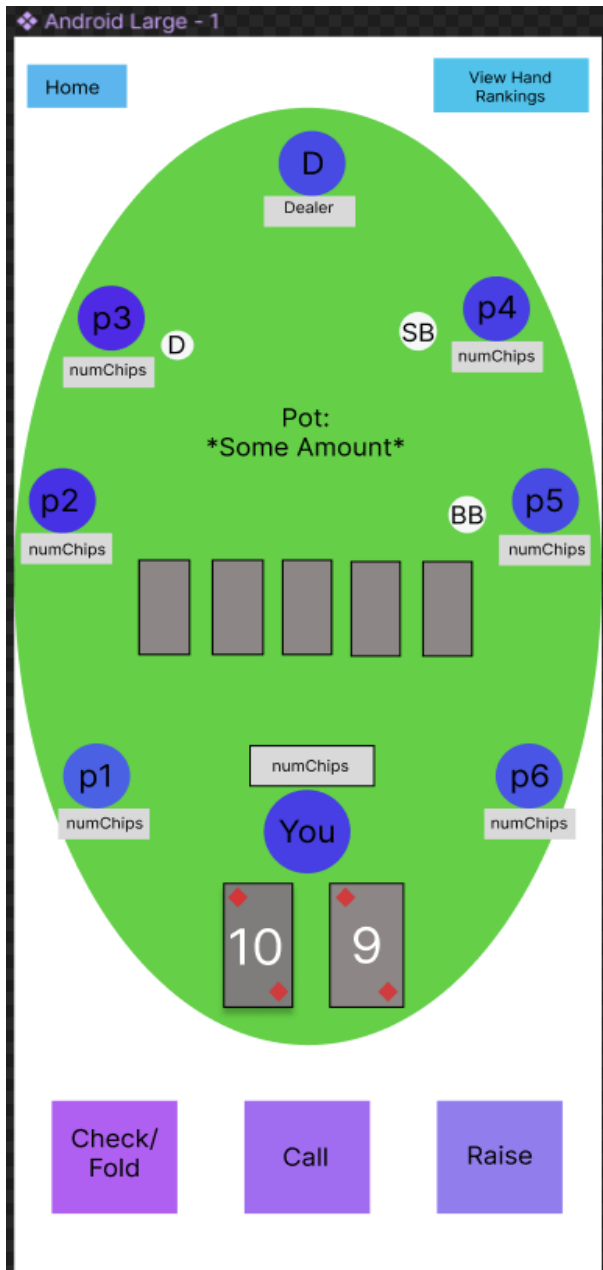
This screen is where each player can view their overall stats. Stats will include total chip count, overall wins and losses, and win/loss ratio. We may separate win and loss stats between player vs. player games and player vs. AI games.

At the bottom of the screen, the user can return to previous screens or start a game immediately using the buttons provided.

Some other common stats we could include are:

1. Weekly net chips (amount of chips up or down in the last week)
2. VPIP (voluntary participation in pots). This is measured by the percentage of hands you voluntarily put money into without being forced to by the small or big blinds. In other words, you play x% of hands that don't have to play.
3. Recent game results

Figure 4: (Alex)



This screen shows where the players will be playing. The user's cards will be displayed face-up at the bottom of the screen like other poker games, indicating the active user's cards. In this example, the 9 and 10 of hearts are shown.

The five cards in play for everyone to make hands will be displayed at the center of the screen so everyone can see them and determine if they have the best hand. The gray rectangles in the middle show these. They will start gray and unfilled as shown, and as the hand progresses, the suite and value will be revealed according to standard poker rules.

Other players are shown by p1-p6 around the edge of the table, with the dealer (not an active player) shown at the top. The players, p1-p6, will eventually have usernames and a chip count, but we now have placeholders for those values.

The current pot size is in the center, just above the 5 center cards. It is a common strategy to base bet sizings on the size of the pot, so it is a very important aspect to display.

Across the bottom of the screen are your three choices on any given turn: check/fold, call, or raise. After clicking them, these will have some kind of chip or money display and sound effects to indicate your decision.

Across the top you have a button to return to the home screen and another to display the rankings of poker hands in case you forget. For example,

1. Royal flush
2. Straight Flush
3. Quads (4 of a kind)
4. Full House
5. Etc.

Figure 5: (Elicia)

The background is currently just white, but we already have a design in Android Studio for an example of what the background and table would look like. The example is shown below:

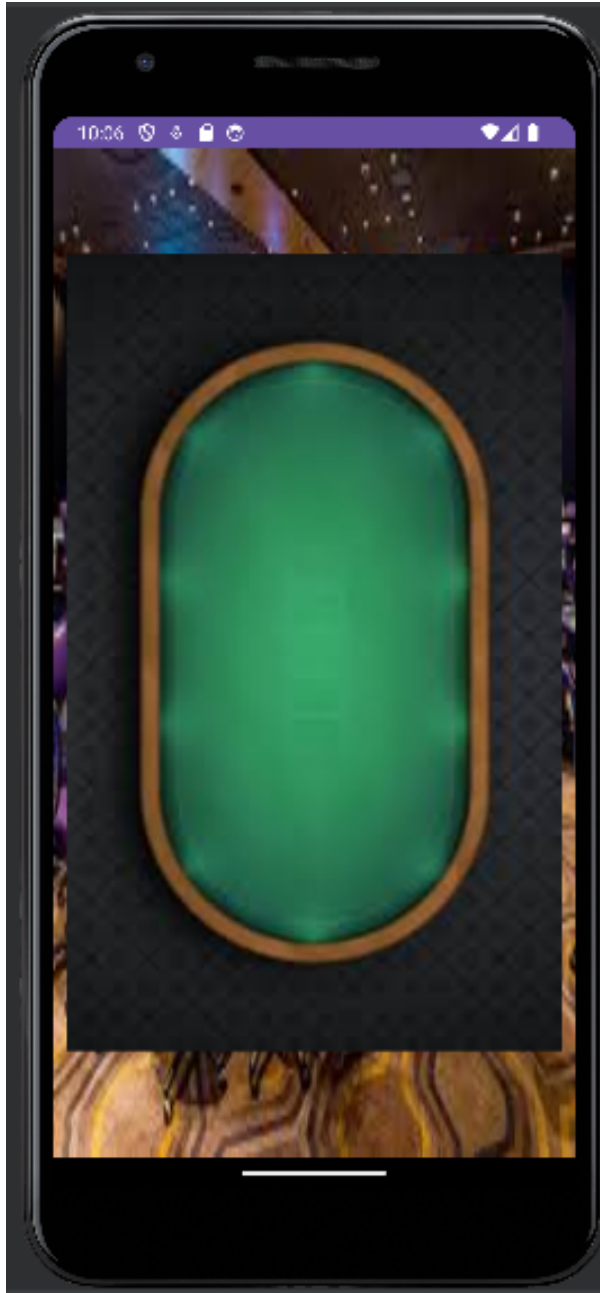
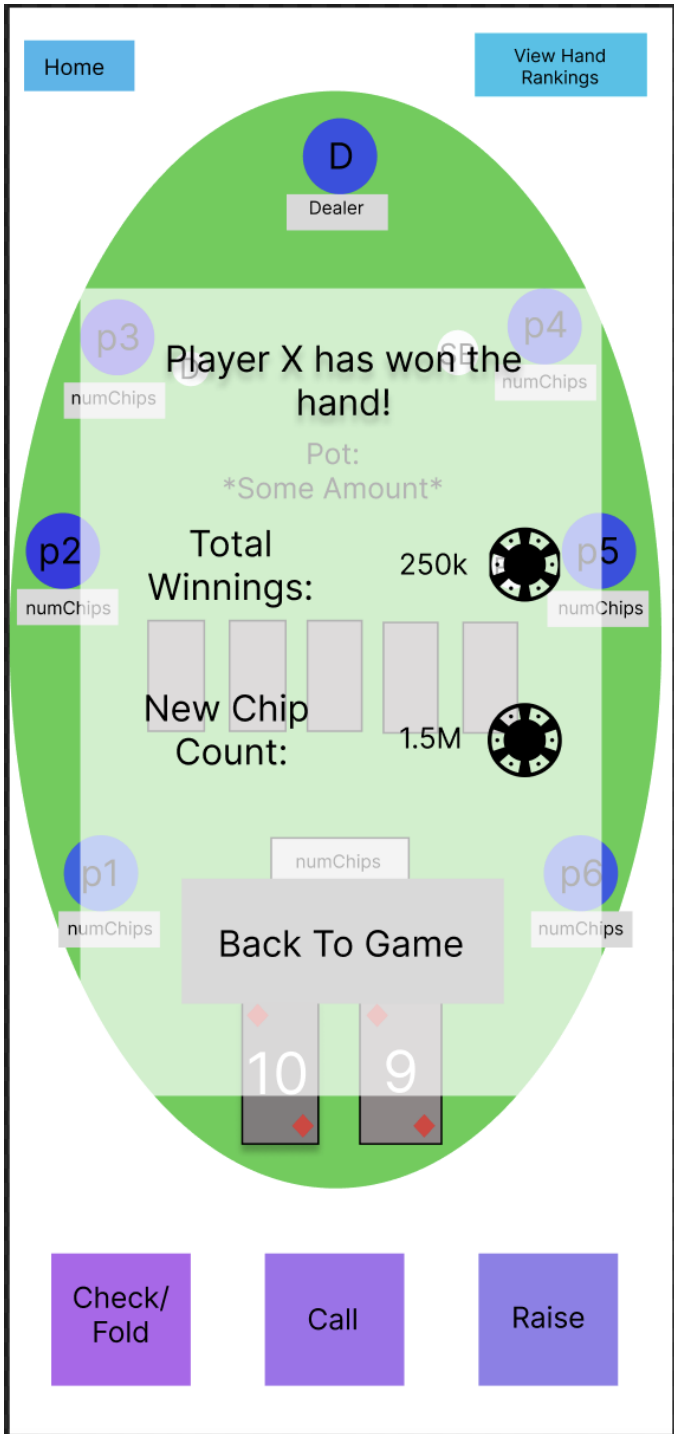





Figure 6: (Nick)



This screen will be used after a player has won a hand. A small popup screen will appear, telling all players who won the hand and how many chips were in the pot for that hand. The player that won the hand will also be displayed their new chip total for the current game. We made the background transparent so players can view their new stats while preparing for the next hand. To exit this screen, just press the button at the bottom to return to the next hand and play on.

Leaderboard

Leaderboard

Player Name	Chip Count	Win/Loss
1. Nick	2.7M 	0.9W/L
2. Kev	1.5M 	0.7W/L
3. Alex	950K 	0.3W/L
4. Elicia	50K 	0.05W/L

Back

Figure 7:(Nick)

This screen shows the top players based on total chip count. The players are given ranks based on chip count to compare with others. Each player's win/loss ratio is also displayed to see the percentage of games they win to get the amount of chips they have. AT the bottom of the screen, the player can return to the home screen and start playing again whenever they want.

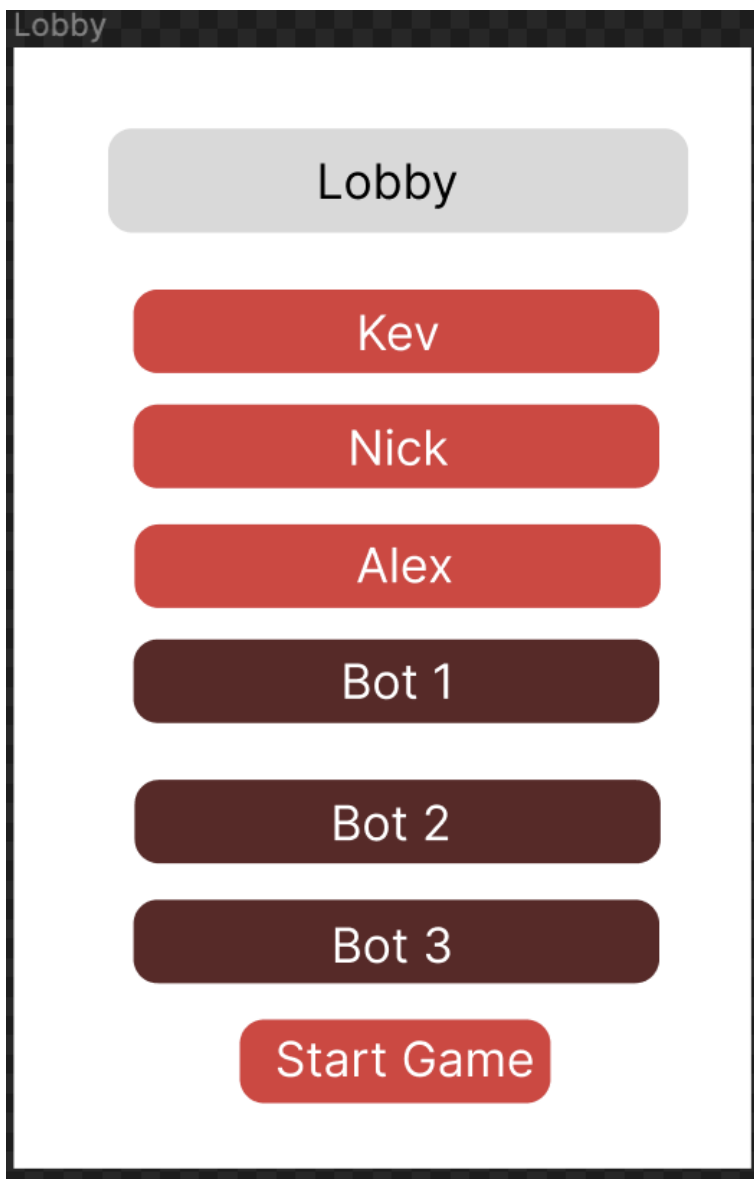


Figure 8:(Elicia)

This screen will be displayed after all players have logged into their accounts and are ready to start the game. This screen is used as a transition between the main and playing screens so that every player has time to join the lobby and get ready to play. The lobby is where active players will be shown and bot players if the user decides to play against bots. A button at the bottom of the screen will start the game so everyone can play poker.