

User Manual to Brozingos Poker

The Brozingos Poker is intended to be a Texas Hold'em poker game simulator, covering all the rules from this kind of poker and includes the main player and other AI players. All players start the game with some money in the form of colored chips, and 2 new cards every round. Once a player is out of all the money, he/she loses and quits the game.

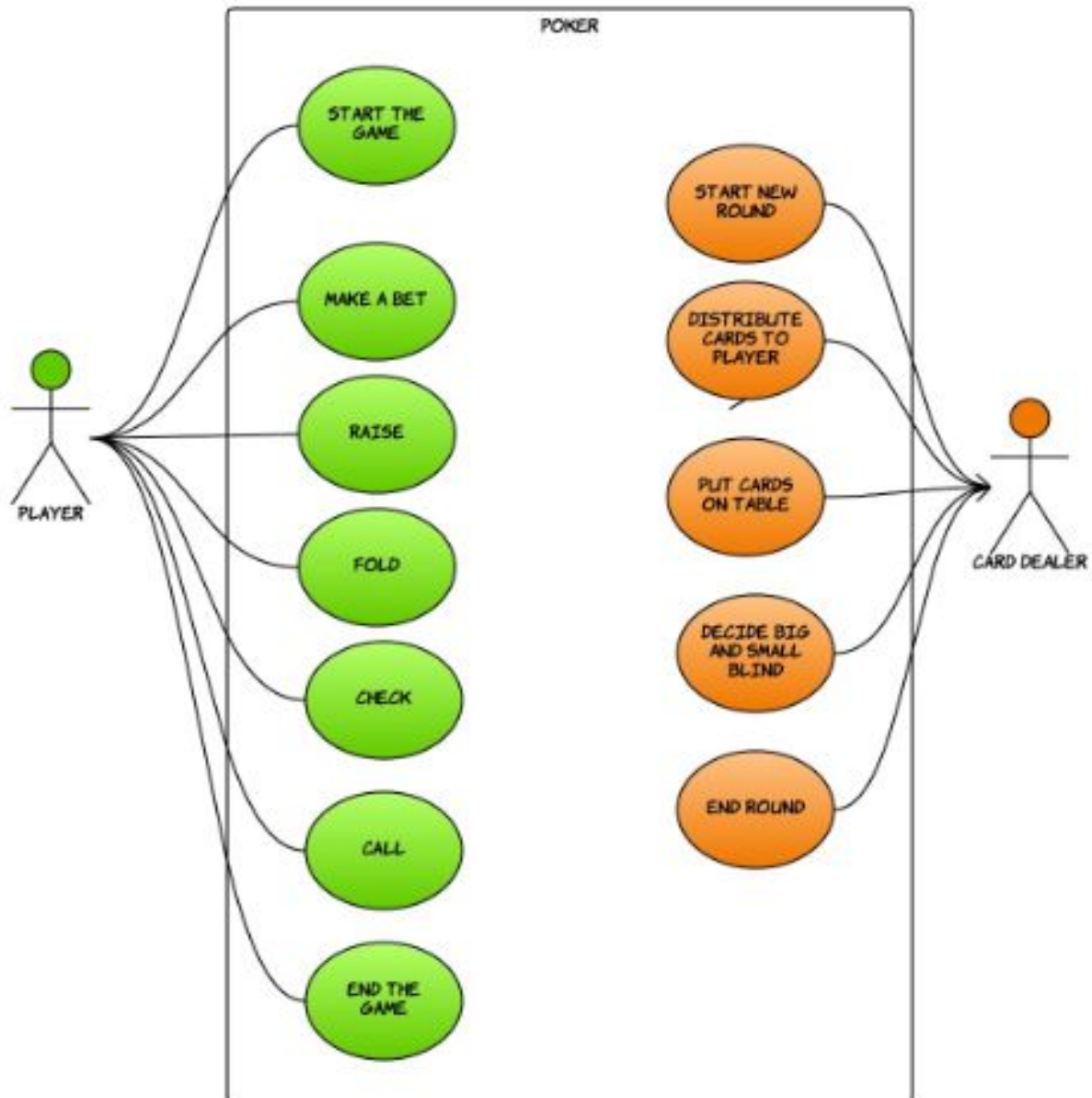
Introduction

In Brozingos Poker, the user can choose how many players he wants to play against, going from 2 to 5 AI players, and following the Texas Hold'em poker game, the main point of the game is to make combinations with the 5 cards turned in the table by the dealer, the player with the best combinations wins the money in the table pool.

At the beginning of the game 2 cards is given to each player, and based on these two cards the player chooses what he wants to do, he can Fold, where he leaves the table before paying the blind if he thinks his cards are not good enough. He can raise a bet if he thinks his cards are good, and if no one else bets, he can check, and if someone bets, he can call and pay the bet to remain in the game, then wait for the dealer to turn the Flop. After the first round is set, the dealer flips the three cards in the table as known as the Flop, then another round of Fold, bet and check happens, then the Turn is turned over, the fourth floor in the table, one more round happens, and then the last card is turned over, the River. This time is the last chance to the players raise the bet, after the bets are raised, the other players have to decide if they want to call, fold, or raise the bet even more, then when everything is set, the dealer turns the cards of the remain players on the table and defines who is the winner. In Brozingos Poker, each player starts with \$310 of money splitted in 6 Black chips(\$50), 2 green chips(\$25), 2 blue chips(\$10), 4 red chips(\$5), 10 white chips(\$1).

As a player I should be able to ...	<ul style="list-style-type: none">... start a game... fold... check... increase my bet... cash out... see how much money I have... end a game
As a dealer I should be able to ...	<ul style="list-style-type: none">... give cards... show the cards... check the best hand... know who's turn it is... raise the minimum... give out the money to the winner... shuffle cards

Here we can see the user stories from the user, and the dealer, where all actions possible in a real game, is covered inside the game.



This is the UML Use Case diagram, with the main roles each part of the program can perform, the dealer is responsible for controlling the rounds and giving and taking cards, also starting and ending rounds.

Instructions

As you open the game, this is the first window that is opened:



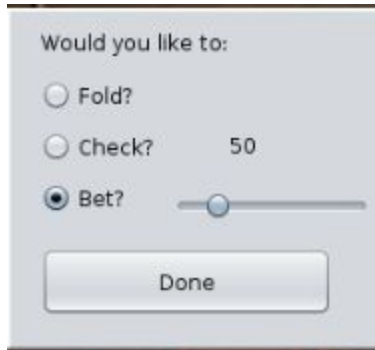
At this window, you can give a name for your player, as well decide how many other players you want in the table. This screen also includes a Play button which closes this initial screen and opens a new window with the game table.



This is the main window of the game, where you will see small windows popping asking what the user wants to do. When the Big blind button is at your position, the only option you have will be to pay the blind, when the small blind is in your position, you will have to pay the

first half of the big blind, and then you can choose either you want to pay the rest or not, in any other case, you can choose to pay the blind or fold. In the bottom right corner, the user can see how many chips he has of each type, above the chips, is a display showing what each player has decided to do.

And also, there is a label near to each player's cards representing the name of the player.



Would you like to:

☐ Fold?

☐ Check? 50

☒ Bet?

Done

In this window, you can select what action you want to do. The slider has a minimal value of 0, and a maximum value depending on how many chips you have.

References: <https://www.partypoker.com/how-to-play/texas-holdem.html>