

Poker Game - Project Proposal

[General Description]

The Poker Game is going to be an application that simulates a multiplayer version of the card game Poker. This product's main purpose is to fulfill the wants of customers that you would find at the casino. Instead of having to travel to a casino players can participate in a real time game with other though the safety and comfort of their own home.

Problem Diagnosis

[Describe the problem that you are planning to solve.]

The problem we are looking to solve the inability to play poker when one is not at the casino. Along with the hassle of having to drive to a casino or just simply being able to play a game or two with your buddies that may live across the country.

Proposed Solution

[Describe how you are going to solve the diagnosed problems.]

By creating a computer application that is able to play the card game of poker over the internet. This program would allow the use of online bidding, play and chat.

We will gather data on the user who utilize this product on a day to day basis.

[Describe the business value of your proposed solution]

Users will gain a new way to play their favorite game without the hassle of travel.

This would be able to bring in money for the owner of the casino without having to have their customers come to their establishment. This allows for a new avenue of revenue for the casino owners. Not only are they receiving money from their patrons who are actually within house but also their customers from anywhere outside of their building. Essentially it would allow for them to greatly expand their demographics and player base.

The users will be able to come home after work and start up a fresh net set of hands as their friend hold-em or fold-em. This type of experience is something that casino's themselves wouldn't be able to offer with an in person interaction.

Plan of Work

[Provide step-by-step, details about what needs to be accomplished.]

1. Create the game
 - a. Create a deck, hand, and board system (5 days)
 - b. The ability to place bets, fold, and check (4 days)
 - c. An elimination feature (3 days)
 - d. The ability to support multiple people (2 days)

2. Make the game available for people to play with each other over the internet (1 week)
3. Add in chat features (2 days)

Resources to be used:

- Python
- [The program that would be used to connect people online]

Team

- Robert Bettez: Bachelor in Game Design with strong coding skills within both python and C#. Creator of 7 separate games to date.
- Lina Mi: Bachelor and Master in Electrical Engineering, skill at C programming

Test Plan

The first initial test will be done when the Deck, hand, and board zones have been created. This will test the simulation of dealing out playing cards from a deck.

The second test will be after the actions for the players are created. This will test the progression of a player's turn along with the ability to keep track of their chips (their score).

The third test will be after both the multiplayer feature and elimination feature is add. This will test the sequence of a "round" of play along with the result of a player losing all of their chips.

The fourth test will be done once the online capability is available for the program. This will test connection issues the team must resolve along with any latency issues as well.

The Fifth and final test will be after the final adjustments and chat feature is added. This will make sure that the entirety of the product is ready to ship along with the viability of the product. A majority of bugs will be resolved with this test..