

Project Report

I. Project Name: Poker Game

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II. Project Proposal:

The Poker Game is an application that simulates a multiplayer version of the card game Poker. This product mainly aims to fulfill the needs of customers that usually find at the casino. Instead of having to travel to a casino, players can play a real time poker game with others in their own safe and comfort home. By this application, users will be provided with a new way to play their favorite game without the hassle of travel. This poker gram application would be able to generate profit for the game owner without having to have their customers come to their physical places, since any players of this poker game from anywhere are the customers of this game owner, the group of customers has no geographic and demographic restriction, therefore this game could brought considerable profit to the game owner with such as large pool of customers.

On the side of users, they will be able to come home after work and start up a fresh game as if they play game with their friends anytime and anywhere they want, instead of driving to casino store for their favorite poker game. This type of experience is something that casino stores themselves wouldn't be able to offer to their customers.

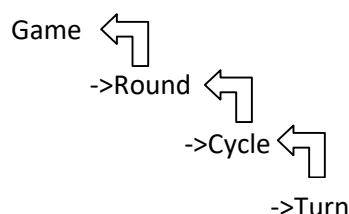
III. Software development and Demonstration

1. Structure of the game

The game includes the main GUI Layout of the Poker game including the Player and their actions, the center pot, seven different enemies, and a chat window.

2. The Concept of Play Sequencing

This program has a decisive way of going through its play sequencing, essentially each increment of play is represented by a game object. That game object in turn is in control of creating the next level below it along with holding some variables pertaining to that increment and hold functions that fit best within that increment. The most ingenious way about this system is that when you want to progress the game forward you simply change a few variables in the parent and then tell the parent game object to run a new creation function thus reassigning or replacing the current increment. This takes advantage of python's garbage collection feature as those unassigned game objects get swept up and destroyed.



Example: The fold function in the turn object tells the cycle to check to see if there are any more turns to run. If yes then it creates a new turn. If not then the cycle tells the round to check if there is only one player left in the round. If yes then it creates and assigns a new cycle. If not then the round tells the game object to check to see if there is only one player with chips. If not new round, if yes then they win. This drives the game forward, and always ensures an outcome.

3. The GUI of the game

a) Structure of GUI:

The main GUI Layout of the Poker game includes:

- 1) The Player and their actions (call, raise, fold),
- 2) the center pot
- 3) seven different opponents
- 4) a chat window
- 5) game update

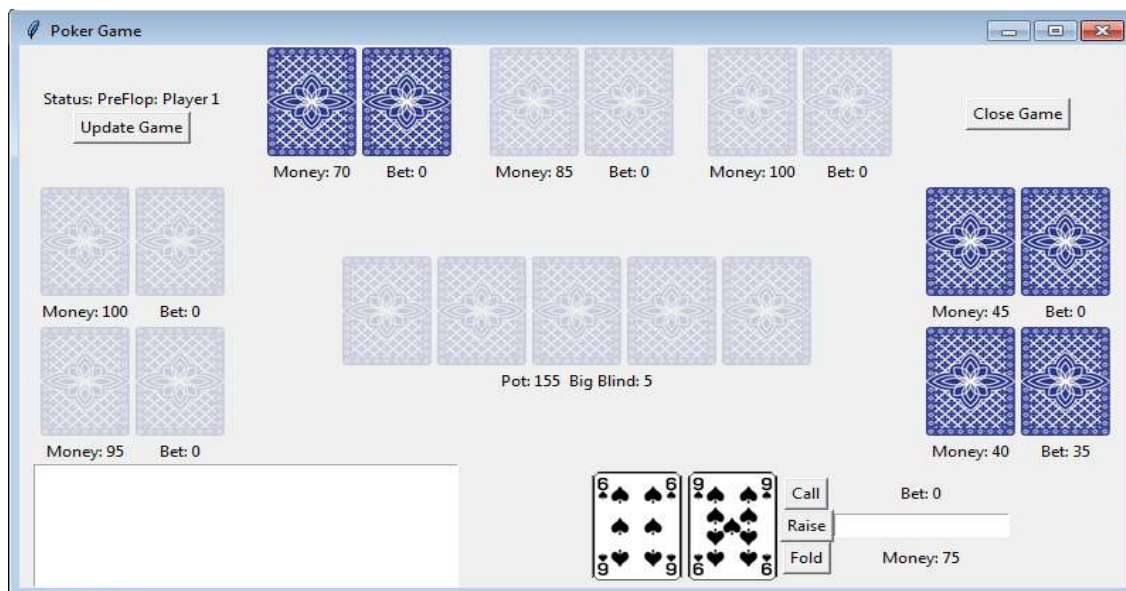
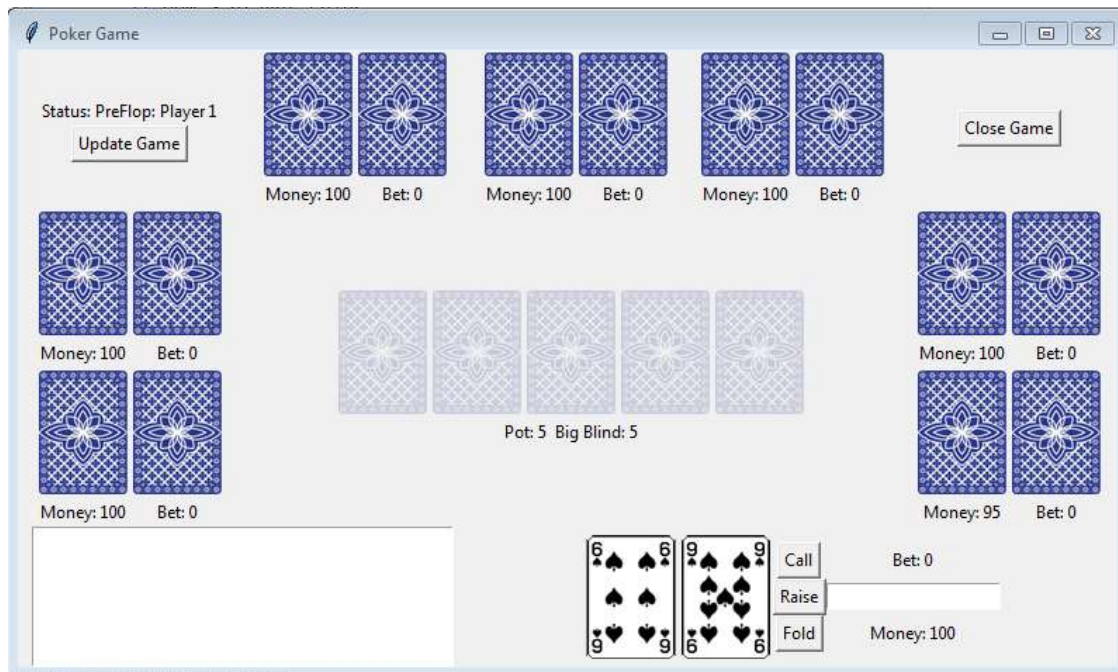
b) Telegraphing information

Telegraphing information is extremely important within the confines of a game. This program does extremely well in some area and not so well in others. The part that is well telegraphed is the cards. It is clear that which cards you have, whether your opponents are still holding onto theirs, or that they have lost the right to hold cards altogether. The poorly telegraphed areas are the chip scores, and turn identifier. The chips and bets are only noted by small black numbers that change periodically. Not being able to notice how much your opponents are betting which in turn negatively affect the player's strategy. The turn indicator is important overall as it lets the player know when his/her turn will be.

c) Significance of the GUI:

Normally coding design can easily slip one's mind over the concern for functionality. My program has a high level of functionality as highlighted in the above slides it lacks in some clarity when it comes to the score and turn indicator. If extra effort is put into things that you want the users to notice and utilize, the design would be much clearer and more automatic for the user

The main GUI of the game is shown as following:



the game also need to be improved and more functions should be explored to make the game perfect for commercial distribution.