Poker Equity Analytic Tool

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USER STORY BACKLOG

1. As a poker player, I want to be able to choose hand ranges adjusted for the suite of the card, so that I can get accurate results from equity calculations.
2. As a poker player, I want to be able to compare two players’ hands to determine hand equity, so that I may make more informed decisions on poker plays.
3. As a user of the poker equity tool, I want the program to adhere to the rules of Texas Hold ‘Em, so that I can analyze the appropriate type of poker.
4. As a poker player, I want to be able to choose a hand or range of hands for my player, so that I can compare it to the enemy hand.
5. As a poker player, I want to be able to choose a hand or range of hands for my enemy, so that I can compare it to the player hand.
6. As a poker player, I want to be able to customize the pool of community cards, so that I can analyze different scenarios.
7. As a poker player, I want to be able to customize community cards at different points – flop, turn, river – so that I am able to completely control scenarios.
8. As a user of the poker equity tool, I want to be able to type hand ranges using standard notation, so that I can enter any type of hand for analysis.
9. As a user of the poker equity tool, I want to be able to choose cards using a graphical interface, so that it is easy to choose the cards I want to analyze.
10. As a poker player, I want to be able to compare more than two hands at a time, so that I am able to make more informed decisions about playing more than one opponent.

TEST OUTLINE

DECISION DESCRIPTIONS

User stories were ranked based on the needs of the user. The first and most important user story, the ability to choose specific suits, is ranked as such because it is the entire reason the customer wants a customized piece of software.

The second and third user stories on the list are ranked directly after the first because they describe the actual purpose of the program – determining hand equity for Texas Hold ‘Em style poker. Without these user stories, the program would be purposeless.

User stories four through seven are next on the list as they describe the desired input from the user and build upon one another. Allowing the user to choose the player cards should make it easy to allow the user to pick cards for another player(enemy). Customizing the community cards as a whole, should make it easier to separate those cards into their distinct categories.

User stories eight and nine describe how the user will want to enter the information. The text based interaction will be easier to implement than the graphical version. The graphic element will build upon the text based version. In the event that there are problems implementing graphics, the text version will still allow the application to function.

User story ten is a long term goal that will allow the player to compare multiple hands at once. After completing the other user stories, this option will make for a more robust user experience.