Game Design

# Elements

## Card

* Rank
* Suit

## Deck

* Deck of 52 cards

### Functions

* Shuffle
* Deal Card

## Player Balance

* Player money

### Function

* Remove funds
* Add funds

## Bets

* Ante
* Blind
* Trips
* Play

## Player Cards

* 2 Hole cards

### Function

* Deal player cards

## Dealer Cards

* 2 Hole Cards

### Function

* Deal dealer cards

## Board

* 3 Flop cards
* 2 Turn & River cards

### Function

* Open Flop
* Open Turn and River

# Functions

## Return Hand

Get 2 Hole cards and 5 board cards and return the best 5 card hand made from all 7 cards.

## Check for Winner

Get player and dealer 5 cards hands and return the winner.

## Calculate Payout

Gets bets, Dealer and player hands and return payout for player   
(\*) Need to check each bet separately (ante, blind, trips, play) and return payout for each bet.

## Update Balance

Add the payout calculated to player balance.

## Player Action

Get input from player on which action to perform in each stage of the game.  
There are 4 Decision stages in game:

1. Before Cards dealt: Chose bet sizes.
2. Pre Flop: Check/ Bet 3X/ Bet 4X
3. Flop: Check/ Bet 2X
4. Full Board: Fold/ Bet 1X