“Dublin Hold’Em” An Online Poker Application

Group 3

Structure of Our Project

- Planning phases
  - Team Meetings
  - Diagrams
- Poker Game programmed in Python
  - Classes and game states
- Networking and web sockets
  - We built a web app to host it online
- Frontend UI
  - Graphic Design
  - Implementing with backend

Allocation and Team Formation

- Group roles, yet we all work the full stack.
- Encouraged to ask others for help
- All members put work/feedback into all aspects of the project.

As stated we have group roles:

- Grace - UI Designer
- Malachy - Lead Programmer (Networks)
- Ryan - Chair
- Otherwise, work divided on basis of expertise & workload

Allocation and Team Formation

- Created with the ethos:
  - Criticize without causing stress
  - High level of communication
  - A shared goal

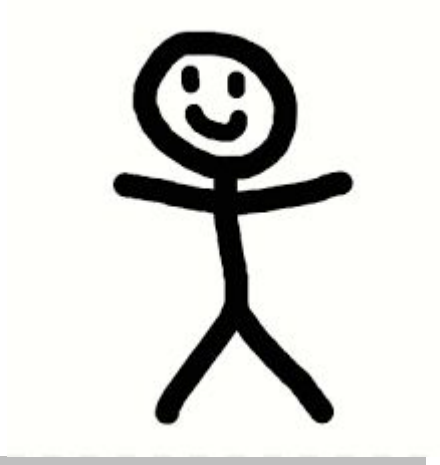
- We achieved this and as a result our team is a strong asset in this project as a result.

What was Produced at Each Stage

During the first stage: The Beginning

We thought about the initial concept of the game and assigned the workload and roles among the group;

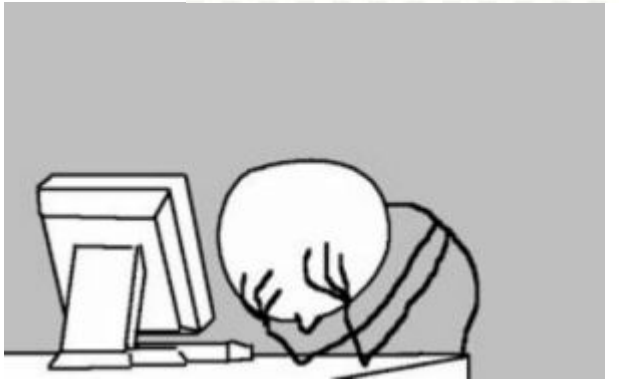
- Use case diagrams
- Group roles
- Multiple conceptual diagrams
- Initial classes programmed in python



During the second stage: Diagrams, Diagrams, Diagrams

For the second stage we;

- Reviewed the constructive criticism
- Redesigned our use cases
- Created more conceptual diagrams for the game
- Implemented more code along with the networking



UI

We decided that the UI would be both functionally simple, yet visually appealing.

This was done by using an easy to read font, and a background that uses complementary colours.

The buttons and anything that needs to be interacted with, is labeled accordingly and with big enough letters for anyone playing to read it easily.

DUBLIN HOLD EM

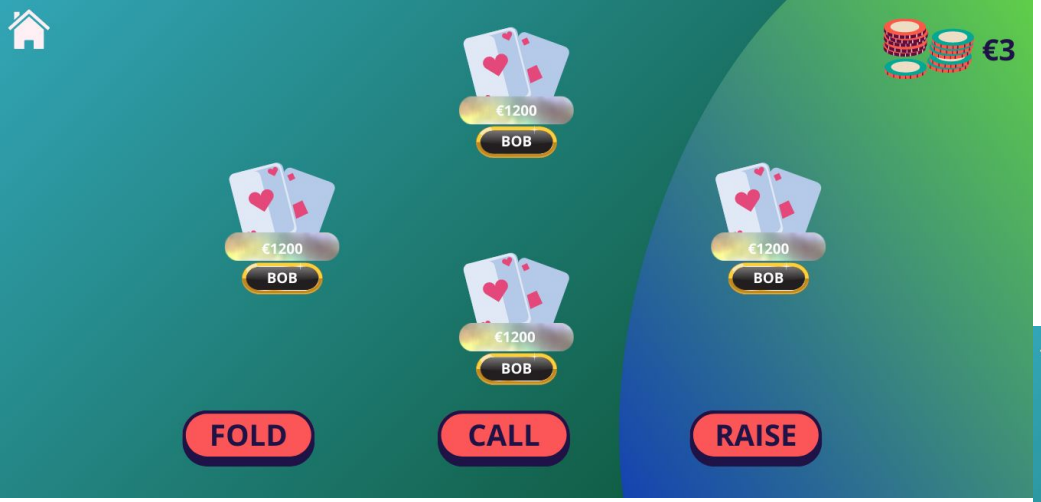
POKER

PLAY

CHOOSE AN OPTION

FIND PLAYERS

USER SETTINGS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BOB
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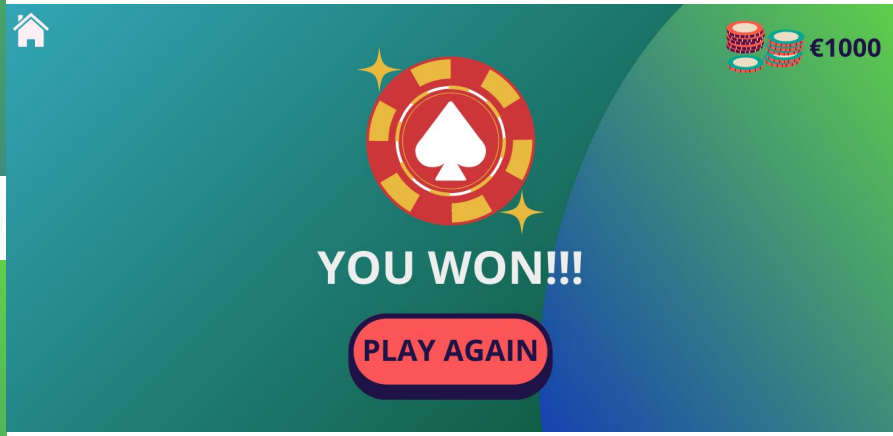
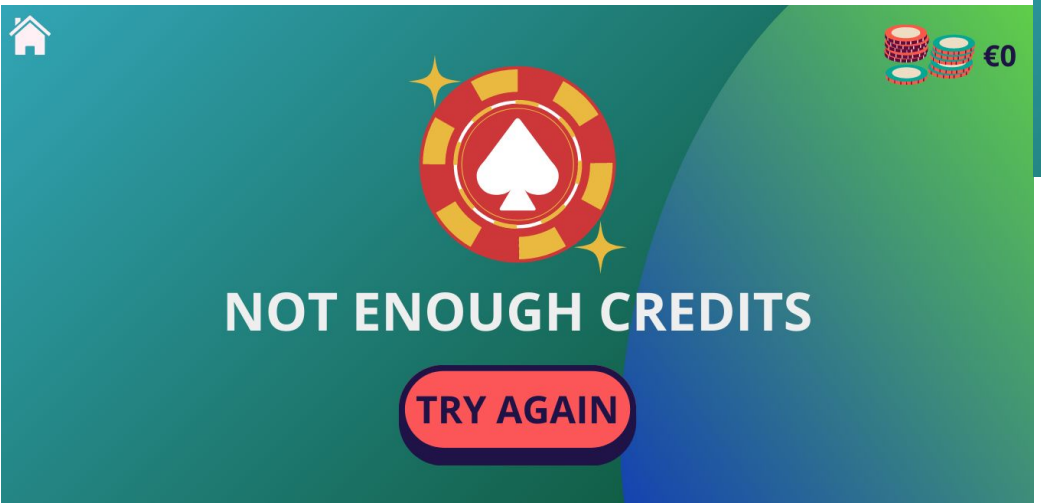
BOB
FOLD
CALL
RAISE


€1000
YOU WON!!!
PLAY AGAIN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NOT ENOUGH CREDITS
TRY AGAIN

Programming

- Our first step in programming our poker project was to make classes:
  - Card - holds information about a card
  - Player - Holds information about a player and calculates things like the value of their hand
  - Pot - Holds information about bets made
  - Deck - Holds all the cards and information relevant to the running of the game
  - Display classes for Card, Player, and Hand

Programming

- The second step was to handle the game logic and the flow of the game
- We had to handle players being added to the game, making bets, and winning the game
- We then had to handle players going bust, as well as players buying back in

Programming

- The third step was to implement the networking for the game
- We decided on websockets to keep an open connection to the game, which makes it easy to keep track of players' connections and make sure that players don't accidentally lose connection

Lessons Learned

- Time management
  - How we could have spent our time better
- Prioritization
  - What tasks should have been prioritized
- Steps required to build an object-oriented program
- Organization
  - How we could have worked more effectively
  - Avoid last minute sprints

Fin

Goodbye and thank you for listening :)