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Working Prototype Known Problems Report

Heads Up Poker Sim

Team Tilted

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List of functions not working correctly

- We have an issue where the app crashes occasionally for seemingly no reason, we suspect that it is because of the `begin_hand()` function because it's called whenever the database is updated. What we think is that at random times, the database will return the value "undefined" and this causes our program to crash since we didn't handle this case.
- When checking hands the program will not check the high card if both players have a flush, instead just splitting the pot.
- Our app does not have error handling, and expects that the user knows the rules and plays according to them
 - This can be an issue if a player acts out of turn
 - This can be an issue if a player tries to bet more than the amount of chips they have
 - This can be an issue if a player tries to check after the opponent bets or raises
 - This can be an issue if a player calls when there is no bet