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Working Prototype Known Problems Report

Heads Up Poker Sim

Team Tilted

12/02/2019

List of functions not working correctly

- The PVE button on the homepage doesn't do anything, this is on purpose as it is a placeholder
- 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.
- There are two instances of cards_dealt, which can cause issues when the player whose version is not displayed is the one to update the board.
  - For example, if player1's cards_dealt are shown on the UI, and player2 calls update flop/turn/river, the UI will change to show player2's cards_dealt mid game
- The game continues indefinitely, and does not end when a player runs out of chips
- 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