Texas Hold’Em Poker – Part 3

**By:**

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**Remarks:**

* Max bet amount and max raise amount are both defined as the following:

The minimum between:

The minimum value of current chips + current bet of all players

and

Pot value + sum of all current bets

minus the current bet on the table.

This means that this calculation will work for both max bet and max raise because we’re taking into consideration the current bet on the table, which will be 0 if no bets were made (in the case of the max bet).

* Blinds increase once N ( = number of players) hands were played. Regardless of whether there’s less players (for example if a player lost all of his money and is no longer in the game).

* If all computer players are either folded or non-existent, then when all humans fold, existing pot disappears.
* “Ready” is enabled only after the game started (x players joined the game, x is the total-players from the config file).
* Computer players still have to be “ready” for the game/next hand to begin.
* If only computer players joined the game, it will never start even if there are enough players (according to the project’s description document).
* Minimum ideal resolution 815\*560 pixels.
* **Bonus** implemented chat
* **Bonus** implemented buy-ins
* **Launch URL** <http://localhost:8080/texas-holdem-poker>