

## UserStories

1. The user can place a bet. The user will be prompted to enter a bet of their desire.
2. The user will be prompted with how many players are playing
3. The computer will deal two cards to every player
4. The computer will deal five cards for the table
5. Each player can see their cards via JavaFx
6. There will be buttons on JavaFx for the flop, turn, and river
7. The program will determine which player wins and what they have