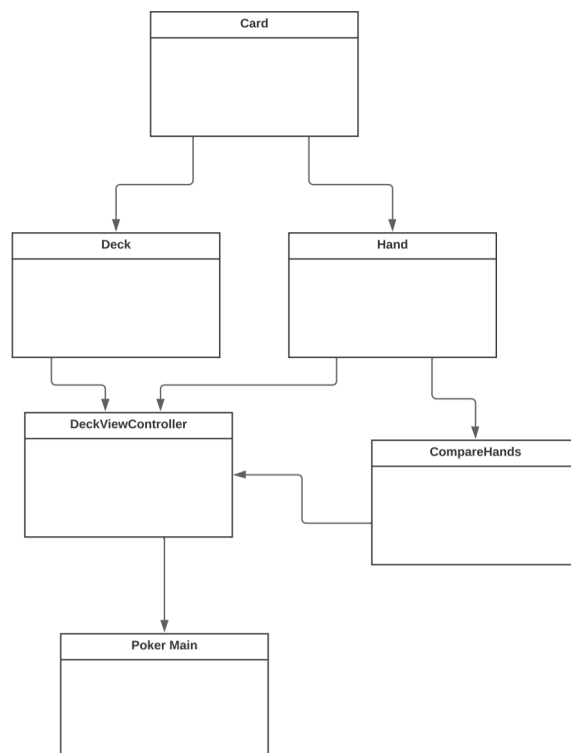


Our project solves the problem for someone who wants to play a game of poker.

Imagine it's a Friday night. You are exhausted from a hard week of work or school. So you invite your friends over to play poker. You guys sit around a circular table. You have a nice drink and are ready to play. You are surrounded by your best buds and are ready to take their money. You and your friends crack jokes and play poker all night. This experience is something our whole entire group shared. We have all experienced these late nights with our friends playing poker and we have some great memories from them. Some could be good depending on if we won that night, or they could be bad if we lost all of our money. The positive memories we have in poker, enabled us to have motivation to create a poker game for our final project in CSCI 205.

With our prior experience with playing poker, we didn't really need to familiarize ourselves with the problem. However, just to make sure we understood all aspects of the problem, we spent a few minutes playing online poker. This allowed us to get a quick refresher on the rules, and it allowed us to start to brainstorm classes we are going to need for our program.



Here is the UML we created after doing some research. We knew we first needed to create a Card class which would initialize a card with a value and suit. Then a Hand class would

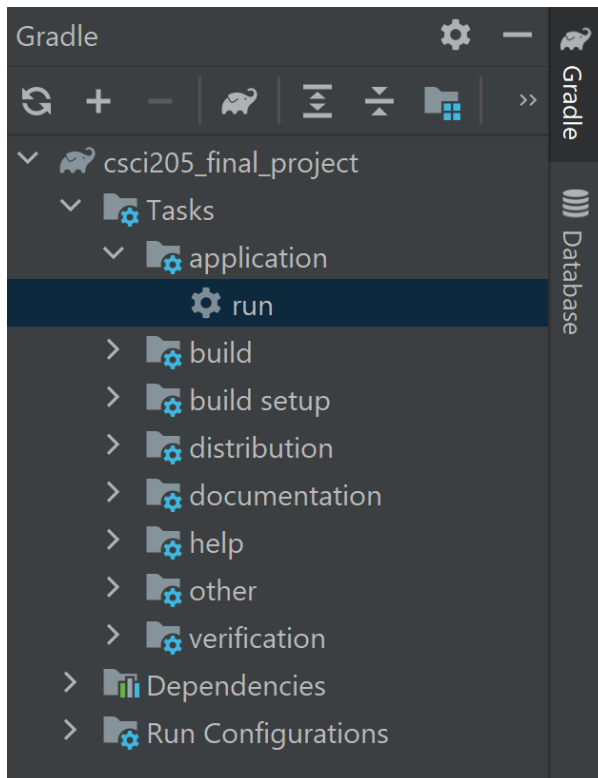
need to be created, which holds an array list of cards. Also, a Deck class would need to be made to make a deck that consists of the values 1-13 with an instance of each with a suit of 1-4 for each. We also wanted to create a user interface through JavaFX that would allow the player to see their two cards and the five cards on the table. We would also need a CompareHands class which determined what type of hand the player had. Then finally a main to run the program; we also wanted to include the betting aspect in the main.

The user only interacts with the JavaFx scene which is made when running the program. The game is made for a user who has some previous experience in playing poker because they need to know what the flop, turn, and river is. However, this user manual will help a user successfully play the game if they do not understand game layout at first. They should follow these instructions:

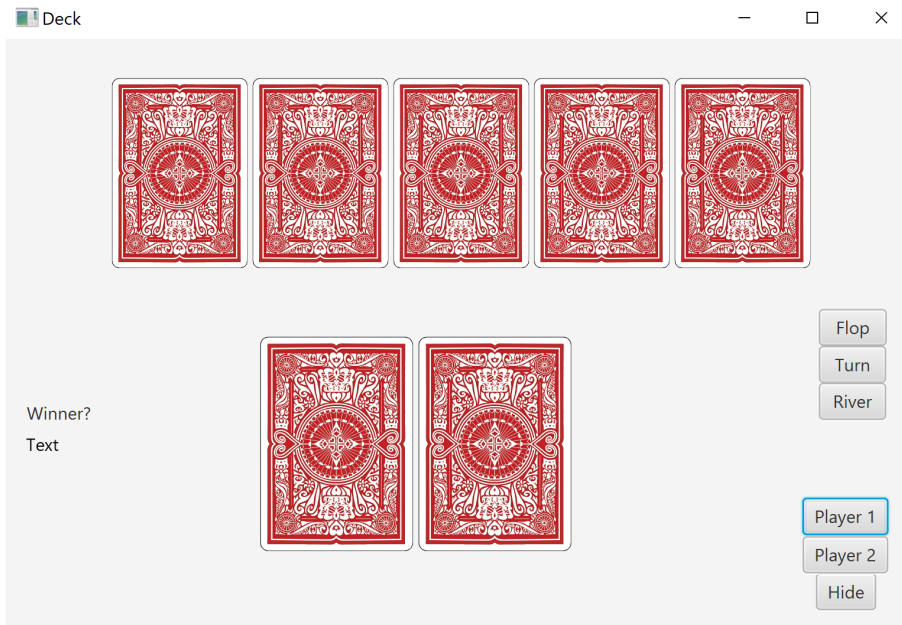
1. The user should open their build.gradle and make sure the following is inputted:

```
application {  
    mainClassName = project.hasProperty("mainClass") ? project.getProperty("mainClass") :  
        "main.Poker"  
}
```

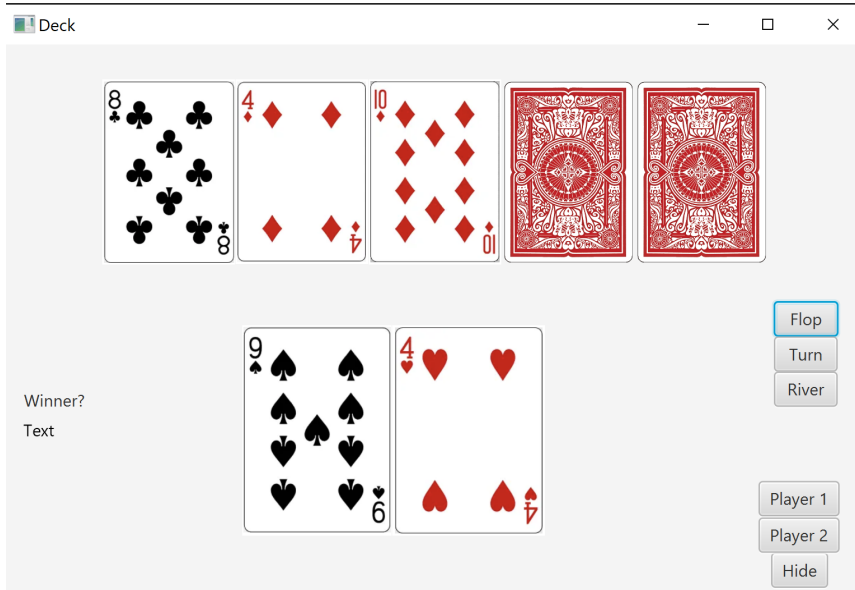
2. Click the little elephant that pops up in the upper right corner
3. Go to Gradle -> csci205_final_project -> Tasks -> application _> run



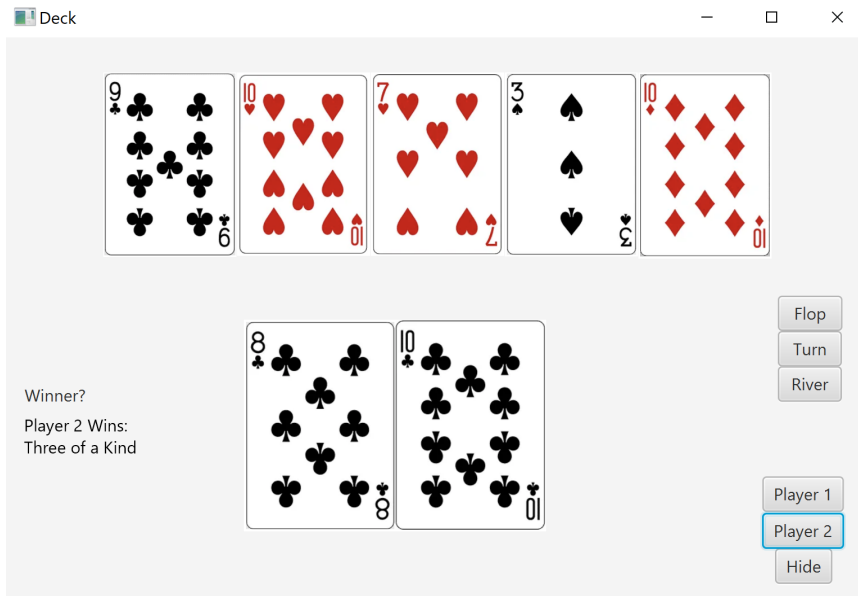
4. The program should run and the user should be presented with the following:



5. Press the Player 1 button to reveal your two cards and the Hide button to flip them back over. Let the other player look at their cards
6. Click the Flop button and the first three cards on the table will be flipped



7. Allow each player to look at their two cards again
8. Once everyone is ready click the turn button which will reveal the fourth card on the table
9. Repeat Step 7
10. Click the River button to flip the last card
11. In the bottom left corner, the program will determine who won the game and what type of hand they won with:



12. Close the application