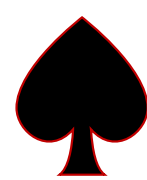
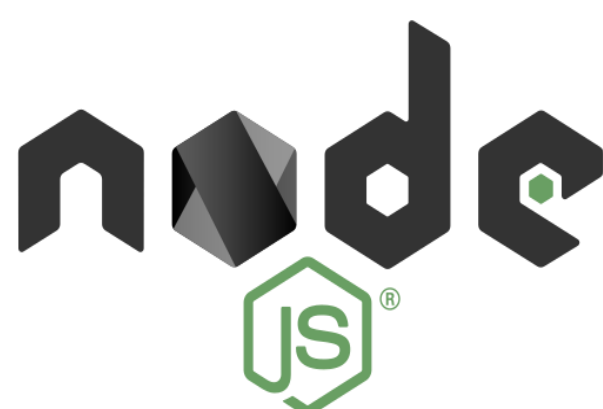
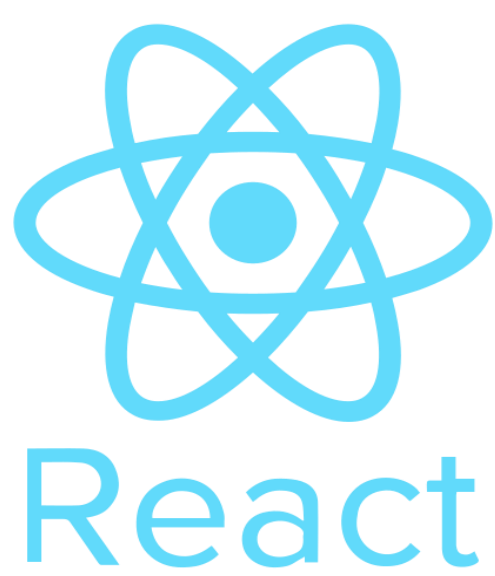
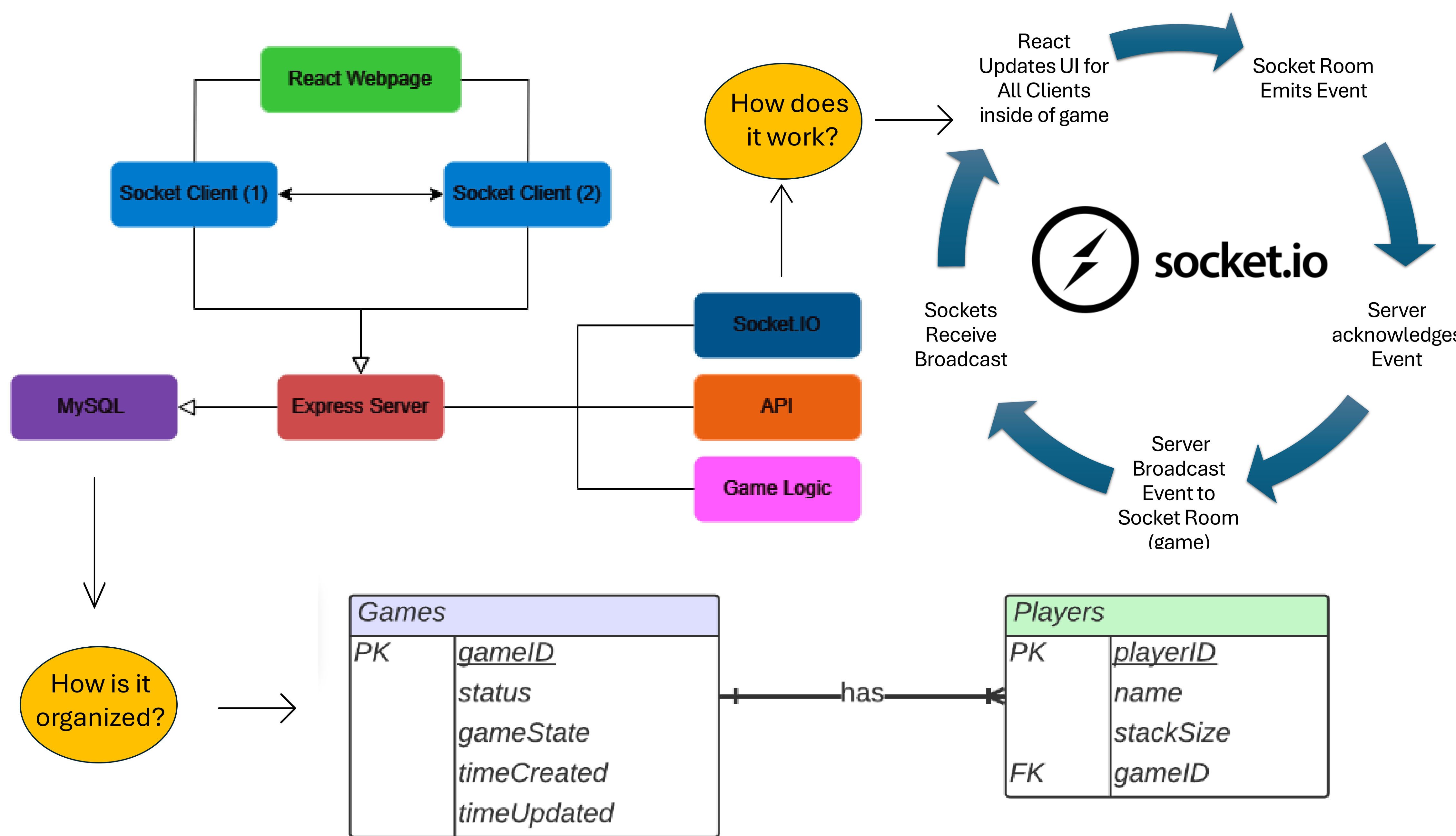


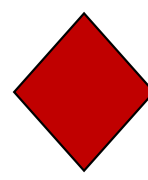
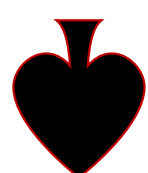
# RamBluff

Sean Berlin ● Kirtan Chavda ● Jared Colletti ● Zachary Leopold

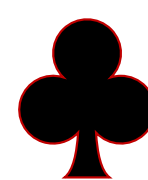
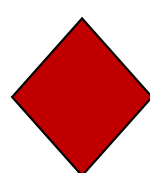
RamBluff is an exciting online multiplayer poker game where strategy and luck collide. Dive into easy-to-play but hard-to-master poker action that's perfect for both beginners and seasoned players. With RamBluff, you can challenge friends or players from around the world in real-time. Get ready for fast-paced matches, clever bluffs, and the thrill of the win. Join RamBluff now and prove you have what it takes to be a poker legend!



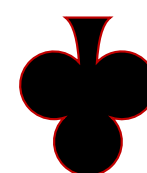
- Page / Component Rendering
- Game Initialization
- Socket Initialization
- API Communication
- Player / Game Actions
- Event Handling



- API Integration
- Database Management / Communication
- Socket IO Implementation
- Game State Evaluation
- Server Initialization



- Game State / Player Definitions
- Round Progression
- Winning Condition Evaluation
- Ledger Calculation
- Error Handling / Hand Validation



- Game / Player Storage
- Game State Mutations
- Game Model
- Player Model
- Data Models are Predefined in Backend



CI/CD

