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CS 3A

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The missing feature is the queue for the deck did not pop from the bottom of the deck. I thought the queue would allow me to pop from the bottom. I switch to using stack instead. I successfully add the bot to play the game because, for this game, the house has the option to open player cards if the house has at least 15 points.

The game has an instruction page that can display and close by using the button.

I also did not add any sound to my game. I don’t know if it was a requirement, so I did not implement it.

I can not display the card in the game due to this error

Expression:

glFlush()

Error description:

GL\_INVALID\_OPERATION

I think if I implement the draw within the game class, it might work.

I work around it by displaying the score of the house. When I choose to open, then the score of the bot will show up as well.

Due to missing the SFML part in poker analysis, I also add the button on the front page to display the analysis.