Texas Hold-em Poker

* First timers on this game will need to create an account (username and password) and get $50 on their account, and their process will be saved so that they can pick up where they left off when they sign in the next time.
* The program will verify that they have an active account that has money to play with other players and start the game.
* Account: can win money or open credit lines but cannot have a negative balance. There will be different servers that will contain different buy-in amounts, the program will compare the players account balance to verify that they have sufficient funds.
* Online poker needs 2-6 players. The player has to choose their category of how many people that they want to play. The game begins when enough players are grouped together. If the server has not been filled in with people, there will be a voting system to start the game without the other people present.
* (if possible) There is a practice mode where you practice against the computer system.
* Each player will get 2 cards, there will be a Big Blind(The first bet), and the Small blind(Half of the big blind). Each player will get a turn (Clockwise) to be able to decide if they wanna continue (Check, and matching the bet), raising the bet, or folding before the cards are placed on the table. Once the cards are laid out, each player will once again get those options.
* The Betting system will always verify whether each player has sufficient funds, and there will be preset bets set up (for quick betting) or they could enter their own (We could maybe use a slider for this as well)
* During the game, each player has 4 options:
  1. Raise: If the player has a good hand (or who wants other players think that this player has a good hand) may increase the wager required to continue playing.
  2. Fold: If the player thinks their cards are not good enough to win and who doesn’t want to wager the increased amount may lay down his cards. This player can’t win the hand, but also will not lose any more money.
  3. Call: Once a player has raised the stakes, each player must decide whether to raise the stakes again, to give in and fold cards, or to call, which mean to equal the amount wagered by the player who raised
  4. Check: If no one has increased the wager required to continue, a player may stand pat by checking, or passing on the option to bet.
* The ranking of hand (from high to low):
  1. Five of a Kind (Royal Flush)
  2. Straight Flush
  3. Four of a Kind
  4. F ull House
  5. Flush
  6. Straight
  7. Three of a Kind
  8. Two Pair
  9. Pair
  10. High Card
* So whoever would have the highest ranking would win, for example if one player has a full house but another has a straight flush then the player with the straight flush would win.
* Chat system: people are allowed to talk towards each other. We could incorporate a friend list where users can chat with their friends as they are playing along with a game.
* Prizes: Show the users the amount of money that they have gained from playing and show prizes that they can earn. We could simulate what each price on the rewards would be.

Furthermore, the client would be able to interact by entering their account information or signing up and receive a cash bonus towards their account. They are also able to interact with other people on the server by playing along with them, entering actions based on what is happening in the game, and using the chat system to be able to talk to other players. The system keeps track of what is happening in the game, they make sure the user with the highest rank is the winner and awards them the prize money. It also keeps track of the users information whether they are a returning user or signing up. Finally, the system makes sure the users money is shown but also shows the prizes that they can earn by the amount of they have own through winning the tournaments. The users’ account should not have a negative balance as the minimum money in their account is $0.