Updated calendar:

today: feb. 8,2020

Each Milestone is dispersed in correlation of difficulty from the completion of the milestone

Calendar is subject to change

(Feb. 17, 2020 - Feb. 23, 2020): start building the client and server systems for the online poker. Ensure that connections are all correctly established, and data transfer is possible! Creating all the necessary classes so that each ‘player’ class holds information about the user. Setting up all the functions, and files that we will be needing to execute the project.

(Feb. 24,2020 - Mar. 8) : create the accounts (sign up, logins, and saving the sign-in information onto a txt file), ensure that we could read from the users ‘account txt file’ and add the information to the ‘player’ class. start building the MAIN (Not including the server room) systems of the online tournaments: This includes setting up the hierarchy of each hand such as a Flush will beat a Pair. Setting up a system where it will randomly generate a pair of cards per player but each card MUST be unique (like no 2 players will hold a 3 of Ace), Working on the betting system and verifying that each player has sufficient funds for the bets.

\*\*\*(Mar. 9 - Mar. 22): Start creating each server room which will gather up the players that will be playing against each other. The server room must update each players screen everytime there is a new input such as a bet, or cards were placed. We must first make sure that all players could reliably connect to the server room and be able to input data for all other players to be able to see that data. We have to work on the voting system to continue the game without completely filling in the other ‘empty’ player spots. Work on creating a turn system that will go around the ‘table’ so that each player could decide if they want to place a bet, fold, check, etc. We should also start working on the poker GUI, we need to start testing what we should use to create a good user experience. We could have someone work on the Log-in Menu GUI, which will prompt the user if they’re an existing or returning user. Then call the functions that will initiate the according user choice.

march 23 - march 29: We need to add more attention towards the GUI, after creating the main menu we should greet the user, and this is where the main menu will take into place. The main menu should provide the user with all the information that they will need, such as their account balance, if they want to get more money into their account, View all server rooms, etc. Other than that we should start testing that all of our back-end functions are properly working. Start designing what the server room should look like, and start working on the in game chat for the server room. We should also have someone start testing if the functions for the tournament are properly working such as (Turn system, bets, fold, check, and matching the users cards with the cards that are getting placed by the computer for the ranking of the hand)

March 30 - April 5:

the poker menu is done and now are working on the poker tournament simulation. We should work on the algorithms of the betting stuff and how the system would dictate who's the winner based on the ranking. The Ranking will be determined about the number of rounds won for each person, who ever is in the lead could be called, The King, and when the game ends, who ever is the King last, will be determined as the winner.

April 5 - April 12: Add the finishing touches to the poker tournament and ensure that everything is properly working, if not we should work on the finishing touches for the poker tournament to make sure that we have enough time to work on any changes. If by this time we are finished we should start working on the Practice Mode (This should be done towards the end just to make sure we have enough time to work on the multiplayer aspect of the program)

April 13 - April 26: Work on parts that we are behind on, fix any errors anything that isn’t properly working. If we have time, we should Finish the Practice mode within this time frame, and add final touches to the GUI so that it provides a nice seamless experience. We should ensure that our Chat system is completely finished and the tournaments are properly working within this time frame.

April 27 - May 11(I believe is the last day): everything should be properly working, if not we NEED to finish it. If we have any time left we could implement other features such as prizes/rewards. Other than that this time frame is reserved for bugs and error checking.

Final: may 11,2020

\*\*\*This milestone may take more time than scheduled due to the amount of work