

Requirements

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[1] Allows the client to connect to the game server | Functional | The user enters their name, IP address, and port. Then it will connect to the server | The server will acknowledge that the user has entered the server | TBD

[2] Gui should distribute all cards to the users, hiding cards of other players except the user | Non-Functional | Input for (1) | The players see all of the cards that they have, as well as cards for the other players | TBD

[3] Action buttons that allow the user to make bets, raises, checks, folds, etc | Functional | Client presses the button of the action that they are trying to take and how they want to make their next move | The server reads the button that was pressed and makes the move accordingly | TBD

[4] Server limits the amount of players that are able to join, up to 4 players. If any more try to join, a message is sent saying that the server is full. | Non-Functional | See input for (1). Just determines how many players exist | Depending on how many users are in the server, either accepts another player or rejects them | TBD

[5] After all players have made the decision (i.e check, raise, fold), the server should start distributing cards to the community pile | Functional | See input for (3). After it determines the users decision, it starts distributing cards to the center pile. | Should distribute cards to the center of the pile. | TBD

[6] Server keeps track of all possible winning conditions for the user. | Functional | Input is all of the cards that are in the community pile, as well as all of the users cards which they can see | Determines who the winner of each round currently is based on cards available | TBD

[7] Betting amount of \$1000 for each user to start with and determine how much they are currently betting into the pile | Functional | Input is the amount that the user is betting | Adds their bet to the pile | TBD

[8] As rounds keep progressing, user can add more bets to the pile after flop, turn, and river. | Functional | Input is the amount that the user is adding to the pile. | User should reduce their current betting amount and add to the pile | TBD

[9] Once showdown occurs, the server compares hands and determines who has the best hand | Functional | Input would be the hands that are currently in the pile. | Output would be the winner and who receives the winning bet. | TBD

[10] Flop, turn, and river should dump top card before distributing cards to the pile | Non-Functional | See input for (5). Just an additional feature for the rules of Poker | Should remove one card from the pile before distributing (i.e skipping a spot in the array of cards available). | TBD

All of your non-functional requirements are actually functional requirements; non-functional means things like speed, security, usability (i.e. font size), etc. -2

