

Proker Junkies Game Scenario

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Project Description:

The *Poker Junkies* game will allow a player to play poker in a lobby with other real life players. The player also has the option to create an offline lobby and play poker against AI opponents. Each game lobby will be able to fit up to 8 poker players on the board, made up of either AI or other players. The game can play against a weak, a medium or a strong opponent. Even AI opponents play Even-handed. They will not be able to know any card in advance. Standard poker rules apply and decks will be given to players from a randomly generated deck.

The game is designed to offer better access to the poker world for newcomer and experienced players who want to maximise their winnings and improve their understanding and skill of the game. A key feature in this game is the ability to play with other players and for players to keep track of their game statistics. These stats will include winnings, losses, percentage of hands won, and games played. The core concept of this game revolves around the mechanics of how poker is played and the different options for players to play. The GUI needs to be clean and easy to use so that anyone with a basic understanding of poker can jump right in and play with no problems.

Scenario:

The GUI frame presenting poker game consists of two principal panels. The main panel would display the lists of players and their informations and the other panel will display the game scores graphically.

When the player launches the game, it will display a welcome message where the player will enter their login information. Once they login, they will be able to see what their previous scores were. Here, they will be able to choose what type of game they want to play, either offline game with an AI opponent or online with other players. If the player is playing for the first time, they will take a quiz which will determine how much experience they have which will help generate the correct difficulty leveled game for them. They will then be presented with a “practice game”, the game uses both the user’s answers for quiz and their game result to decide their experience level. When they choose to play an online game with other players, they will be playing with players who have similar experience so it is a “fair” game to every player. From now on, they can make their move and play the game. The user will have an option to check the leaderboard to check where they stand in game. This feature is for those players who play online game with other players. The user would click on the “LOGOUT” button to safely log out from

the game system. They can click on the “X” button to close the game application. The biggest challenges for us would be taking the game of poker and accomplishing the every possible scenario to translate it into language that computers perform and making into GUI form.

Scenario Diagram:

