Poker Junkies Game Scenario
Group 13: Chance Potter, Urja Soni, Kena Patel, Jolekha Begum

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 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 maximize 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:

For the first release, we are planning to have the game setup where there will be one user, which will be playing against AI agents. When we run the code, it should open up two GUI panels. One of which will contain the picture of a poker table where the user and other players (AI agents) will be sitting. It should also show images of characters to show the users playing in it. Other GUI panel would be the one which will have the controls that users will use to make moves. For the purpose of this release, we are only having the one panel that is used by user meaning you, since AI computers will not need these panels, and their moves are done automatically. This control panel will have button to check, fold, call and they will also have a box where they will type how much money they want to bet and click on the bet button to actually bet that money. On the top, it will show what cards the user has at the moment.

Every user will start off with having $1450 in their 'Bank Roll' which will change during the game depending on whether they win the round, or when they bet money. Pot size will always start with having $250 in the account, and will increase when users bet their money. This information will be shown below the game table image. Under the bankroll row, there will also be row which is to show user's choice. Which shows what move the user decides to make. For example, AI machine 2 decides to bet $50, then under the Computer 2 column, it will show up as "bets $50". This is a way of keeping track of the movers each user has made. The game goes on until one of the user wins the game. Our plan is to have our game detect when any of the player

has won the game or not. Once someone wins the game, a pop up message will come up saying "player X" won the game. Player can click the ok button to make the pop up close, and restart the game. There is also section where the winner's name will be displayed.

Scenario Diagram: