**X-Ray Training Simulator Coding Test Report Summary**

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Summary:

Poker Junkies is an interactive simulator of Texas-Hold Em style poker game. The games can range from multiplayer mode, to single player against AI opponents depending on the user’s preference. The game has a simplistic styling with a simple interface so that it is usable for people of all ages. The game has a beginner mode for people just starting and a pro mode for people who are ready for real competition. The game must be able to store user information, such as wins and money. The game should be able to process player and AI moves instantly. All cards dealings must be random, just like in real life poker.

Testing:

We tested this software where each member of the team submits a significant portion their code to be tested and reviewed by the rest of the group. That way each person had their code tested and every person worked with others to test and review that person’s code.

One of the first major features we tested for our coding project was the hand evaluator. This part of the coding project Evaluate the users and AIs hand*.* This test will evaluate the cards in the player’s hand and determine the rank of the hand. There must be given input for a hand full of cards. All cards must be valid and hand must be full. The output should be what cards it was given and the rank of the hand.The tests passes if the hand rank is correct compared to the cards it was given. If not, the test will fail. This feature was implemented by Chance Potter. Another major feature we tested was the card and hand checker. This feature of the project makes sure the system display the results of the hand, images and type.This tests will make sure that the user’s hand shows up correctly. There must be an input of card values given in the test. There cannot be an empty hand, the hand must be filled with valid card suits and values. There must be an input of card values given in the test. There cannot be an empty hand, the hand must be filled with valid card suits and values. The output must reprint the type of cards that were in the hand and the correct images that correspond to the cards in the hand.The tests accept when the images and card values match. If they do not match, then they will fail. This feature was implemented by Kena Patel.

As most of the game changes, throughout each version, we constantly tested that the value and images were correctly responding to each other. Otherwise this would have been a very big negative impact on the user experience. Also with each change and addition, we made sure the hand evaluator was working correctly and not messing up along the way.

Due to time constraints, our group was not able to implement some of the features that we planned to include with this release. One of the feature that we wanted to include was to add an interactive help feature for the user could be very helpful to attract more users to play our game. This will allow them to get help when they are stuck on the game or if they need some kind of help. This will not only help them get a better understanding of poker, but it will also make them better player over the time. In addition, we had planned to make the game available to play online with other users could be one of the biggest attention getter for the users. Allowing the users play with other players online guarantees that they are given equal chance to play with a human who does not have the advantage of winning all the time because they are not an AI. This will also get the players motivated and encourage them to be more competitive. Last but not least, we also wanted to allow the player to earn rewards as they win the game. The online version of the game will have a scoreboard that will display the ranks of each player based on how many games they have won so far, which will constantly get updated within time. Depending on their ranks, each player will earn rewards that they can use in the game in future.