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6.111 Final Project Abstract- Digital Poker

We plan to design a game of five card draw poker for one or two players. The game will allow the user to:

- decide on amount of money to bet for each round
- choose cards to exchange
- choose one or two player mode
- choose initial number of chips for players

(these inputs may come from buttons, switches, mouse, or keyboard- to be decided)

The main components of this project will be:

- user inputs (from buttons, switches, mouse, and/or keyboard)
- video output, displaying each player's hand (one at a time or possibly on two separate monitors), each player's bet for the current round, and each player's current score
- sound effects generator (to signal end of round or win/loss of round/game)
- computer move generator (if in one player mode), determining which cards the computer will exchange and how much to bet for each round
- score counter (to keep track of each player's current tally of chips)
- poker score algorithm (to determine the winner of each round)

Amy will work on the first three components, interfacing with the user. Liz will work on the last three components, incorporating the rules of poker into the game.