

# Poker Buddy

Online Communal Data  
Repository

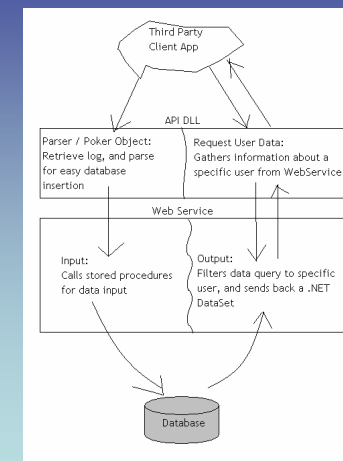
## Innovation Needed

- Poker has exploded on the internet and many tools exist to exploit gathered player statistics.
- Most data repositories are proprietary and limit innovation
- No easy access to statistics and current solution carries statistics on only a fraction of players out there.

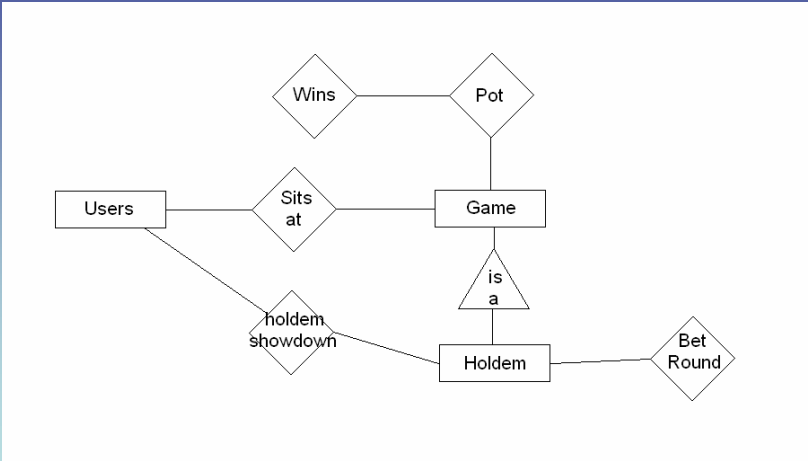
## USERS?

- Appeals to 2 core users
  - Developers looking for easy data framework to build applications.
  - End Users looking for more inexpensive access to data

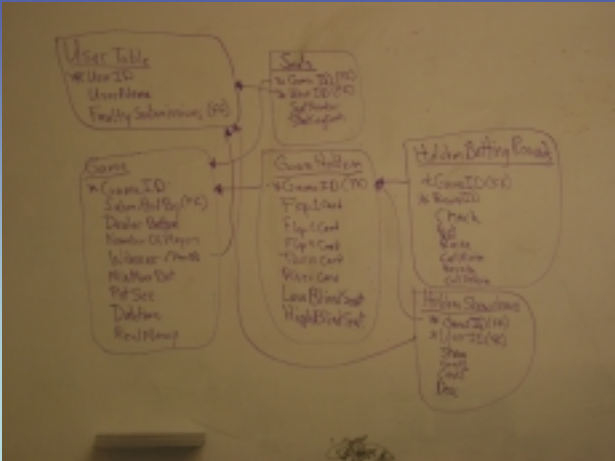
## Top Level View Diagram



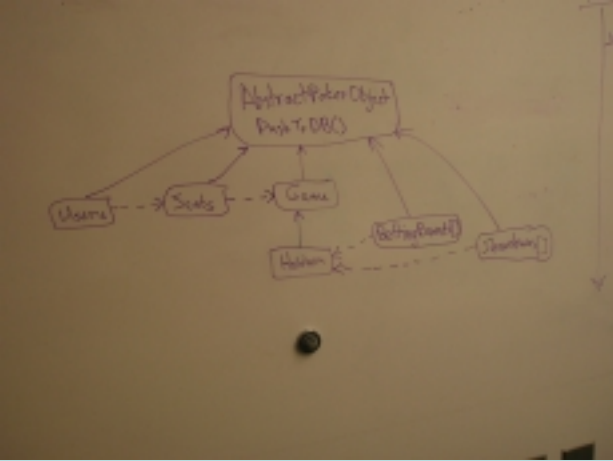
# Database E/R Diagram



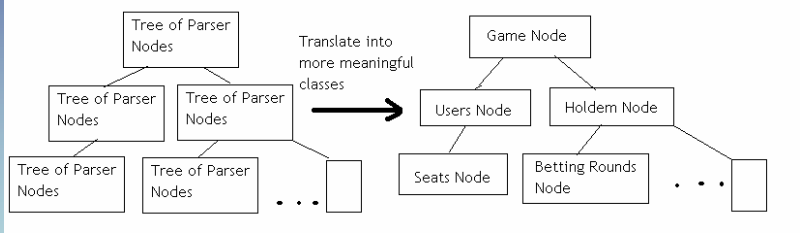
# Database Schema



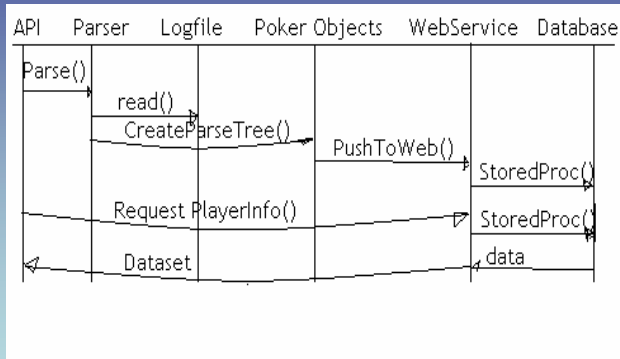
# Abstract Poker Object



# Parsing to PokerObjects



## Object Interactions



## Risks

- Parser tool not living up to expectations?
- Learning curve involved with implementation
- Table designs robust enough to attract varied users, but easy enough to use and understand

## Development Structure

- Division into 2 development teams
  - Beta Team 1
    - Phil
    - Jason
    - Brian
  - Beta Team 2
    - Jeremy
    - Erik
    - Geoff

## Development Schedule

Piece	Team Assigned	Due Date
Database Design and Input Stored Procedures	Team 1	Sat. 2/5
Lexical Analysis Module	Team 2	Wed 2/9
Parser	Team 2	Sat 2/12
Web Service Input Functionality	Team 1	Sat 2/12
Poker Objects	Everyone	Tues. 2/15
Testing	Everyone	2/16-2/17
Beta Release	Everyone	Fri. 2/18
Design Review and Analysis	Everyone	Fri. 2/18
Database Output Stored Procedures	Pending	Pending
Data Set Construction in Web Service	Pending	Pending
DLL Integration with Data Set	Pending	Pending
Testing	Everyone	3/2-3/3
Final Release	Everyone	Fri. 3/4