# Design Brief

For the project, a mobile application will be developed for the purpose of educating people about the deck of cards and Poker. This project will be targeted at:

* People who are interested in learning how to play and understand the rules of Poker, but have no experience with the game.
* Novice Poker players that want to further expand their skill at the game.
* Intermediate Poker players that want to practise memorizing the rules of the game.

The content of the app will include:

* An explanation of the history of poker.
* Introducing the rules of Poker and how to play the game.
* A scripted tutorial that explains the rules of the game to the user and will guide them to win.
* One or more simulations of potential scenarios that the player may encounter within the tutorials. Provides them with multiple, restricted options in regards to what actions the user can execute. After executing one of the options, the application will provide an explanation as to why that particular option is a benefit or detriment to the player’s position.
* Provides a ranked list of the possible final hands a player can hold based on their respective value.

For the completion of the project, multiple resources will be required during the development phase. These include:

* **Adobe Flash CS5**
  + This program will be the main and most important software necessary as it provides a platform to design and develop the interface and develop the code that will allow the application to function.
* **Adobe Photoshop CS6**
  + This will be necessary during the design and development phases as it will allow for sketches to be made and also visual assets for the application.
* **Skype**
  + This program is a crucial asset for the project as it allows online communication between the development team members.

This project presents multiple potential problems and constraints. These include:

* **Data loss/corruption**
  + This issue can be caused by loss or damage done to data storage devices such as portable hard drives, USB flash drives and faulty hard drives. This issue can be resolved by creating multiple backups of all data used for the development of the project. This can be done by storing multiple copies of the data on different storage devices and on cloud storage services such as Google Drive.
* **Conflict between team members**
  + During the design and development stages of the project, the team members may encounter differences of opinion when making decisions. This issue can be mitigated by discussing and weighing the positives and the negatives of each team member’s decisions. Certain decisions (such as aesthetics for the design) can be discussed with third parties and decisions based on the input of other people can be made.

Email

-Ask about the third dot point

-Ask about whether or not we discuss legality/other factors that would apply in the real world when making an app for a client.

-Ask aboot the 5th dot point