

# User Manual

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## Note

The following user manual has been written by Botond Kreicz, one of the developers responsible for the creation of the website *blackjackorbust.000webhostapp.com* and its contents. This manual is aimed at inexperienced users unfamiliar with the site and its contents. This manual gives only a brief glance into the make up of the site and as such should not be used by experts to try and understand the underlying working of the site.

## Section 1: Web-Pages

### Home/Account

When logged out, the home page is displayed, which welcomes the user, gives instructions to the user regarding how to navigate the website and contains a short about section, which provides information regarding the people responsible for the website and its content.

When logged in, the account page is displayed, which shows the statistics of the user, including the user's name, the amount of funds available, the amount of money won/lost and the number of games won/lost.

### Multi-Player

This page is accessible using the Game drop-down menu which, when hovered over, allows the user to pick between the Multi-Player and the Single-Player version of the game. This is only available once logged in and when attempted to be accessed while logged out, creates a pop-up asking the user to log in which then redirects the user to the log in page.

The version of the game is a more complex version of blackjack, complete with a chat for a better social experience. Users are given the choice to either host or just participate in a session. Each participant, including the host, get to decide how much to bet, however, the deck size is decided by the host. The files can be downloaded with a click and instructions regarding how to set up and play are included in the files.

*For more information, see the sections “Multi-Player” and “Chat”.*

### Single-Player

This page is accessible using the Game drop-down menu which, when hovered over, allows the user to pick between the Multi-Player and the Single-Player version of the game. This is only available once logged in and when attempted to be accessed while logged out, creates a pop-up asking the user to log in which then redirects the user to the log in page.

The version of the game is a text-based game of blackjack that serves mainly as an on-hands tutorial for new users. Users are given the choice regarding how many decks to use and how much to bet. Instructions regarding how to play are included in the game.

*For more information, see the section “Single-Player”.*

## Tutorial

This page is accessible to any user and gives a basic run down of the rules and terminology of blackjack.

## Login

This page is only available if the user is logged out. It requests the user's credentials (username and password). If the correct credentials are entered and the submission button is pressed, it logs the user in and redirects the user to the account page. If the incorrect credentials are entered, it clears the fields and the user is allowed to try again.

## Logout

This page is only accessible if the user is logged in. It asks if the user wishes to log out. If the submission button is pressed, it logs the user out and redirects the user to the home page.

## Register

This page is only accessible if the user is logged out. It requests the user to enter the credentials (username and password) the user wishes to use. If the username entered is already taken, a pop-up is created informing the user of the fact. Once the account has been created, a pop-up asks the user to log in and redirects the user to the login page.

## Section 2: Game Modes

### Single-Player

The single-player version of the game is text-based, with no animations or images and relies on keyboard inputs. The Enter, Backspace, 1, 2, 3, 4 and 5 keys (including the number pad) can be used to play the game.

When the page loads, the user is expected to press the Enter key to start the game. Afterwards, the user must use the 1, 2, 3, 4 and 5 keys (including the number pad) to decide how many decks the AI should use and how much the user wishes to bet. The user has 100 currency available at the start but this number fluctuates as the user wins and loses games.

Once the user has decided how many decks to use and how much to bet, the user is dealt two cards face up and the 1, 2, 3, 4 and 5 keys (including the number pad) can be used to hit, stay, double down, take out insurance (which is only available if the dealer has an Ace face up and the user has not hit yet) and surrender (which is only available if the user has not hit yet) respectively.

In the bottom right corner, all the user's possible actions are displayed and in the bottom left corner all the user's statistics (amount available, amount betted, amount taken out as insurance and points) are displayed. In the top right section, the dealer's cards are shown and in the top left section, the user's cards are shown.

Once either party wins, the user is given the option to press Enter to play again, press Backspace to return to the account page or reload the page to reset the game.

### Multi-Player

The multi-player version of the game with no animations or images and relies on mouse inputs.

When the set up is done (after following the set up instructions provided with the download files), the user is expected to join a game by entering into the field in the top area of the GUI a name, a host address, a host port and an amount to bet. Afterwards, 3 people are expected to join the game and once that happens, the game can start.

Each user in turn is given the ability to hit, stay, double down, take out insurance or surrender. Once each user is finished, it is the dealer's turn

In the bottom right area, all the user's possible actions are displayed. In the middle area, the user can type and send messages to other players.

Once the game is over, the users' balances and statistics are updated to reflect their wins and losses. The users are then expected to leave the game.

## Section 3: Chat

### Chat

The chat is made up of a chat server and a client with a text field and a button. The chat server showcases all the messages sent and received by the users and the client allows the users to write messages by entering them into the text field and clicking the button. The messages are sent to the host server which then sends it to every client's chat server.