**Project 1 Documentation**

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**Endpoints?**

The getToken, getCards, login, signup, logout, and maker are all remaining from the Domomaker assignments. All JSON only.

/getPlayerCards is a GET method similar to getCards (which is derived from getDomos) but get player cards only return cards that are both owned + in the “player” state which is helpful for loading the page. JSON only.

/getDealerCards is a GET method similar to getCards (which is derived from getDomos) but get player cards only return cards that are both owned + in the “dealer” state which is helpful for loading the page. JSON only.

/playerAction is the POST method for player to send their 3 commands into the database: either hit (draw new card to hand), stand (stick with current hand and finish game), or new (start new game). This is done through a param of “step”. After this is called the database will change the players hand, and calculate if win or lose condition has happened.

**What your site does and its purpose?**

Pretty simple, it is a game of online blackjack. An actual practical website that a real person could theoretically use and have a reason to use. With a practical reason for money to be received by the website owner.

**How are you using React? What is it being used to show? What (if any) React components do you plan to add?**

ReactDOM.render is used for the login and signup forms already from Domomaker. But the new stuff is that React is used for the dealer cards and the player cards both (which still need to be visually separated. Then it is also used for the buttons for hitting, standing, and starting a new game. Lastly it will also be used to show current chips/money, which is currently not in yet. This seems like it should count as 5 at least, so please tell me if it does not.

**What type of data are you currently storing in Mongo? Do you plan to store any more information?**

All cards and money are controlled by the database at all times for theoretical security reasons. That way a player can’t cheat. So, all calculations and drawing is done on the server side, the only thing done client side is determining action from button pressing. Last project was mostly client side so I wanted this one to be mostly server side.

Since chips/money aren’t actually changed I still need to do that, but no new data should be added to the system.

**How are you making use of Handlebars?**

Using more ReactDOM.render over Handlebars, mostly just using Handlebars to attach to React.

**What are your next steps moving forward with the application? What does your timeline look like to complete the final version of this project?**

There are 5 things I plan on doing still (most of the project is done), as the gameplay itself is done, and recorded in the database. First I want to fix a small bug where AD.png (ace of diamonds) won’t load? Second styling is not started. Chips / Money still needs to be recorded which is the third thing, but the reason I haven’t done it yet is that I also want to make it the above and beyond by attempting to integrate pay with stripe, or paypal. Lastly I want the New Game button to only do something if you both have the chips, and aren’t in the middle of an incomplete game.

Note: No Team