Game Architecture PROG50016
Lab #1

Due Date:

September 7th, 11:59PM

Assignment Type:

Individual Assignment

Submission:

- Your files should be submitted through Dropbox in SLATE.
- Your Submission should be package in a ZIP file.
    - **50% will be deducted for not archiving your code**
- Your file should be named: **lab1.FIRSTNAME.LASTNAME.rar**
    - **15% will be deducted for incorrect file name**
- Your program must compile to receive a grade and at least run
    - **100% will be deducted for programs that do not run**
- Only the last submission is accepted and marked and will abide by the late dates (if late). All other submissions are ignored.

Summary:

- Make sure you follow the instructions
- If you have any questions regarding the assignment contact me.

Blackjack!

Implement the game Black Jack in any language of your choice.

You will be assessed on your programming structure, data structures, proper coding conventions, and efficient code. Your program should be simple to read and understand so no spaghetti code.

Not sure how to play, check out this link:
http://games.msn.ca/gameplayer/gameplayer.aspx?game=blackjack&instance=default

Want some more details:
https://en.wikipedia.org/wiki/Blackjack

Evaluation:

Your submission will be evaluated based on the following criteria:

- **Efficient Code:** Program uses variables where and only when necessary; program doesn't define variables that are never used, nor does it use too many variables for unnecessary tasks; program logic is written concisely and is not cluttered with unnecessary tasks.
- **Functionality:** program functions according to specifications.
- **Programming Style:** proper indentation and spacing; use of comments/documentation; all identifiers are descriptive and valid; variables are defined with appropriate types and converted when required.
- **Compile:** Your program must compile to receive a grade.
    - **100% will be deducted for programs that do not run**
- **Other:** all instructions regarding submissions and program specifications have been followed; submission was completed and submitted as requested in a timely fashion; techniques discussed in class have been used.

Submission:

1. Assignment submissions:
    - Due dates and special instructions for submission are specified in SLATE and above
    - All online submissions are done via SLATE (**e-mail submissions will NOT be accepted**)
    - **No Late assignments**
2. All assignments must be completed as **individual efforts** unless stated otherwise. Please refer to the Academic Dishonesty Policy.
3. **Cheating:**
    a. Any attempt at cheating on an assignment/quiz/exam will result in a grade of zero for that particular assessment. Documentation on Academic Dishonesty can be found here.