Andy Herrold

CS 120

Final Project

**Beat the Dealer**

**Game Design Document**

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“Beat the Dealer” will be a simple 2D card game utilizing pygame and simpleGE. It is based upon the popular casino game blackjack. The player will be represented by two random cards at the bottom of the screen. The dealer will be represented by two random cards near the top of the screen. The players objective will be to make a hand with a higher total than that of the dealer without exceeding a total of 21 (“busting”). A casino or blackjack table image will make up the background. Cards will be represented by a card image that corresponds to the random cards assigned to the player and dealer.

When a card is dealt, it will be accompanied by a corresponding card deal sound. When a bust occurs, it will be accompanied by a corresponding popping sound. When a blackjack occurs (first two cards totaling twenty-one) in either the player or dealer hand, a jackpot sound will play.

The game will start with an instruction screen. This screen will display the basic mechanics and objectives of the game. It will contain two buttons: Play and Quit. Play will initiate the play state and Quit will exit the game.

When the game round has finished, the player will be taken back to the Intro screen where their score will be displayed.

**State Transition Diagram**

**A spiral notebook with a diagram

Description automatically generated**

This game uses a standard two-state system. Each state represents a subclass of the simpleGE Scene class. The game begins on the intro screen. This screen will contain the player instructions, the start button, and the quit button. Each button will set a response variable and close the screen base on the players’ choice. The play button will send the player to the game play scene. The quit button will end the game.

The game play scene will always end when the player bankroll reaches zero, and always returns control to the intro scene. However, it does pass back its score to the main function, which uses that score to provide feedback to the user in the intro scene.

**Instructions Scene**

Four visual elements:

**Instructions –** SimpleGE multilabel explaining the game play instructions

**prevScore –** stock label showing previous score

**btnPlay –** stock button indicating “Play”

**btnQuit -** stock button indicating "Quit”

Other attributes:

**prevScore** - integer indicating last score, passed into the class initializer and displayed on prevScore label

**response** - string representing the user's intentions. Set by the two buttons and read in the main function