Andy Herrold

CS 120

Final Project

**Beat the Dealer**

**Game Design Document**

**Andy Herrold**

“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.