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**