# Requirements

* Implement a blackjack game with an automated dealer and an automated player.
* A testing mode must be present so that the strategy of the automated player can be tested over many hands (supress any messages for this mode so it can be run quickly).
* The testing mode should include a loop to run many rounds of the game.
* The number of rounds and amount to bet per hand should be parameters in the testing mode.

1. Research on blackjack strategy and the creation of a test to see how well the program performs.
2. Everyone in the group must understand the program.
3. Must work together – this requires cooperation and patience.

Assignment Submission!

Due Date 26th of November

We need to submit all our assignment related files as a zip file via Brightspace.

The submission should be include:

* Scratch.pdf (steps for solving the problem, problem description etc.)
* Flowchart.pdf (description of the flowchart and the steps to solve the problem)
* The Scratch Game.
* The flowchart (the source file)
* And any other files you want to be considered for marking.

Late submissions will be penalised as described Lecture 1 (on Brightspace).

Group Participation & Management (Each student is marked individually) – Weighting 10%

* Each team will have a google drive.
* The minimum requirement is weekly update including a breakdown of tasks for each individual in the group, goals set for the week/next week and goals achieved.
* Attendance of everyone at group meetings (lab sessions) must also be noted. If it is not it will be assumed there was no meeting for that week and the group will be marked accordingly.
* Likewise, if tasks are not recorded students will be marked accordingly.
* We are encouraged to meet outside lab sessions also, so we must record these meetings too.
* Our lab advisor and lecturer must be invited to our team drive to monitor our progress.

Design – Flowchart and Documentation – Weighting 10%

* We need to create a document describing how our program works.
* We should create flowcharts to illustrate the high-level operation of our program. (Can use either flowcharts or pseudocode to explain the lower level details)
* Use yEd Diagram Editor to draw our flowcharts (if we use another software, we need to submit the flowchart as a pdf).
* Provide appropriate error checking and user interaction.

Programming in Scratch, Weighting: 10%

* We will create a project implementing the game described in the Blackjack document.
* We will need to include a README file (PDF) that explains how to interact with our project, including how to run the test mode.
* We need to list any sources of images, sounds used in our project (that is to say that we can take images from the web to use with our sprites, but we must give credit).