Blackjack Pseudocode

App

* No state.
* Used as a shell for the app.
* Stores the values for player names, amount of players and rounds, shuffled cards.

Start Menu

* No state.
* Used to get game start-up details (players, names, rounds).

Game

* No state.
* App stays in this Component until the game is over.
* Get values of amount of players and rounds, player names and a new copy of shuffled cards.
* Store round results variable for following game.

Game Round Setup

* No state.
* Dealer draws 2 cards – hidden.
* Each player sets stake.
* Each player chips are updated.

Game Round

* State of round active.
* State of current player.
* State of waiting players.
* State of player details (names, chips, cards).
* All players drawn 2 cards.
* Current player hits/sticks/bust.
* Current player updated.
* Waiting players updated.
* Current player hits/sticks/bust.
* Etc
* When all players turns up, round active false.

Game Round Results

* No state.
* Display round results.
* Store variable of round results in Game.
* If more rounds, button for next round.

Game Results

* No state.
* Once last round over, display final results.