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| **BHASVIC** |
| **Cards Collective** |
| **Comp Sci project** |

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# Analysis

This project will be a digital recreation of Blackjack and Poker that can be played in singleplayer or local multiplayer mode. It will remove the need for a physical deck while also allowing players to choose to integrate their own physical cards with digital tracking of currency and game statistics.

I have always enjoyed card games such as uno and snap. Card games such as these allowed me to bond with my family members despite our huge age gaps. I never played poker or blackjack until I was older but I found it much more fun. I think it’s a shame I didn’t get to play these games when I was younger due to the stigma surrounding them, the lack of equipment (chips) and my family members not completely understanding how to play.

The idea for this project came from realising that most poker or blackjack games focus on gambling or competitive/online play which excludes families and casual groups who want a more relaxed and offline experience. There is a clear gap for a family friendly version of poker and blackjack that maintains the strategic logic of real poker and blackjack without the involvement of real money and high competitiveness.

My project aims to reproduce the table-top experience of card game’s: shuffling, dealing and betting cycles but in a clean and accessible interface for all ages.

## Similar Games:

### Prominence Poker

Source:(<https://store.steampowered.com/app/384180/Prominence_Poker/>/)

 

* **Platforms:** PlayStation, Xbox and Windows(Steam)
* **Gamemodes:** Poker (No blackjack)
* **Cost:** Free to play
* **Play modes:** Online and single player (No local multiplayer)
* **View point**: 3rd person

|  |  |
| --- | --- |
| **Things I would like to move forward/adapt into my project** | **Things I don’t want to use in my project** |
| I would like to adapt the store to use chips on different table styles/colourways | My game will be in 1st person as 3rd person gameplay will ruin the realism of blackjack/poker that I am aiming for as my game will most likely be played by a group of people. My game is replicating the table gameplay of blackjack/poker and not the whole room as players are already in a room together. |
| I would like to integrate the feature that the amount of currency a player has is displayed in number and also size on the table e.g barely any money = a couple chips on the table, lots of money = piles of chips on the table | I wont be integrating online play as there are already loads of games like this that use it and it will bring too much competition while my game is supposed to be relaxed. Instead I will be having local multiplayer and a singleplayer |
| I will be moving forward the (Texas Holdem) 2 card poker as it is easier than other variations of poker e.g 3 card poker,  7 card poker, and it is the most popular and known variation of poker which my target audience will be more familiar with. | Player customization is unnecessary as my game will be a first person view of the table so no players will be seen such as clothing hats tattoos piercings etc |

### Blackjack Championship

Sources:( [https://store.steampowered.com/app/1178160/Blackjack\_Championship](https://store.steampowered.com/app/1178160/Blackjack_Championship/)/)  
([https://www.bbstud.io/blackjack/faq](https://www.bbstud.io/blackjack/faq/))



* **Platforms:** Windows(Steam), MacOS(Steam), Android (Google play) iOS(App store), Apple TV(App store) and Amazon fire TV stick
* **Gamemodes:** Blackjack (No poker)
* **Cost:** Free to play
* **Play modes:** Online Multiplayer (No local multiplayer or Singleplayer)
* **View point**: 1st person top down

|  |  |
| --- | --- |
| **Things I would like to move forward/adapt into my project** | **Things I don’t want to use in my project** |
| I like the layout of the table but I will have the cards look more like they are placed on the table than floating above it.  I will also have the table in a similar position but I wil have multiple different types for my user to choose from. | I wont be adding profile pictures or country flags in my game as it is unnecessary when other players are next to eachother (local multiplayer) and can be easily identified by their username aswell. |
| I also like the layout of the buttons:  Double, Split, Stand, and Hit and how they are mouse clicks instead of key presses  Along with the menu button tucked away in the corner  I will be integrating that layout into my gameplay | I wont be integrating the jackpot as that strays from the games actual gameplay of blackjack and poker |
| I will be adapting slightly but integrating the position of the players around the table because this will match the realistic feel my project is aiming for. | I wont be adding display of the total value of the cards as that takes away from the realism of the game and causes unnecessary clutter as cards should be calculated mentally just as in real life |

### Poker club

Sources:(<https://www.pokerclubgame.com/)>

A hand holding a card

AI-generated content may be incorrect. (<https://store.steampowered.com/app/1174460/Poker_Club/>)A close-up of a poker table

AI-generated content may be incorrect.

* **Platforms:** PlayStation, Xbox and Windows(Steam)
* **Gamemodes:** Poker (No blackjack)
* **Cost:** £15.99
* **Play modes:** Online and single player (No local multiplayer)
* **View point**: 3rd person

|  |  |
| --- | --- |
| **Things I would like to move forward/adapt into my project** | **Things I don’t want to use in my project** |
| I would like to adapt the physical movement of the chips when betting as this is a nice touch which makes the game bit more realistic | I won’t be integrating hands/arms into the game as I feel this is abit over the top and ruins the simplistic gameplay I am aiming for |
| I would like to integrate and adapt the sneak peek of the cards shown below only for poker not blackjack. This is because in poker other players cannot see your cards so if a player wants to check their cards all other players must look away and then the player can take a peek at their card values | I also won’t be integrating shadows as it is unnecessary and could clutter the gameplay. |

## Stakeholders:

### End User:

My primary end user will be teens and families that enjoy strategy/logic games and want a non-gambling poker/blackjack experience. They’ll use local multiplayer at home for short group sessions and beginners will rely on the “Rules” screen and “Poker card value hints” to learn. This aligns with survey feedback from 16-18 year olds doing computer related college courses who preferred blackjack and non-money play.

My secondary end users will be casual players without the necessary equipment to play poker or blackjack (cards, chips, etc) who want a quick digital setup. They’ll use the menu to pick blackjack or poker, set players/rounds and track their progress via the “french fries” currency.

My solution is appropriate as it removes the financial risk while preserving card-game strategy. Local multiplayer is better for family/peer groups better than online as the complexity of online is unnecessary for this audience.

### Survey:

The test sample is CS social (16-18yrs old Males and Females doing computer related college courses) 15 people participated in the survey

<https://forms.office.com/e/uGdr5EQygB>

## In-Game Features:

### Currency (chips/fries):

I would say this is an essential part of the game as poker and blackjack revolve around the use of a currency to play properly. I am using French fries as currency chips as this was highly requested in my stakeholder survey and it is a play on word for actual chips. Also this helps my game stray away from the serious gambling aspect of blackjack and poker by using a different currency from chips or real currencies.

A colorful pie chart with white text

AI-generated content may be incorrect.The currency will be displayed in and out of game in the corner or displayed on the table

### Physical card integration

This is not an essential part of the game but a unique and useful feature that allows players to use their own deck of cards to play Cards Collective which will keep count of their currency, game history, and can help manage the game for new players compared to playing with the deck of cards without Cards Collective. I haven’t seen this in other games but I think it’s a good idea if executed correctly and if I have enough time.

### Menu

This is an essential feature of the game as players will need a welcome screen presenting options such as:

* Poker
* Blackjack
* Leaderboard
* Shop
* Rules
* Exit

Players will be able to pick which option and be directed to it when clicked.

### Rules/How to play

A graph of blue and green bars

AI-generated content may be incorrect.The rules are going to be an essential feature for maintaining new players as my survey showed the majority of my focus group either did not know how to play poker or were somewhat familiar with it (60%).

### Poker card value hints

This is an easy and a valued feature for the gameplay in poker as even experienced poker players may need a reminder on the rankings of different card combinations e.g 3 pair (3 of the same value card) is higher than 2 pair (2 of the same card value)

### Poker card peek

The sneak peek feature in the poker game mode in my project is essential for gameplay especially in local multiplayer as other players musn’t be able to see what cards you have but you must be able to see and make decisions based upon them. To sneak peek at your cards all of the other players participating in poker should look away from the screen so only you can see what cards you have been delt and you hold down the sneak peek button. I am taking inspiration from the game [Poker Club](#_Poker_Club:)

### Local multiplayer

This is an essential feature that must be added as groups of friends and family always play card games when they want to indulge in a game and involve everyone some creating a local multiplayer is a necessary feature which will be utilised by lots of players.

### Save progress locally (W/L ratio, currency balance, game history, etc)

This is not essential to the gameplay of Cards Collective but I would like to add it as I think it is a necessary feature which will keep players coming back to the game as they can continue with their previous currency balance and resume their game.

### Leaderboard

This is not essential to the gameplay of the game however I think it will be a nice feature and bring some competitiveness for the users that enjoy that while allowing casual players just to ignore it or view it and track their progress if they are curious.

## Limitations:

### Online play:

In the survey many people said they would be playing blackjack instead of poker so adding online play is not essential or necessary to the game as blackjack is mainly a single player game against the dealer and poker will be played in local multiplayer ruling out online play features.

A pink and white logo

AI-generated content may be incorrect.

### Slot machine

A slot machine was requested as a feature in my stakeholder survey however I think it will ruin the target audience of my game as Cards Collective aims to be a card game without the casino feel so that is why I am not adding it as a feature.

### Real currency cash out

This feature is not essential nor necessary. I wont be adding this feature as it aims towards a different target audience and will ruin the casual and fun feel to Cards Collective.

### Different playing card and table options

This is not essential and unnecessary and it could ruin the simplistic feel of my project however I may add it as different playing card cosmetics and tables allow players to spend their currency on items which some will work towards helping to maintain some players.

|  |  |
| --- | --- |
| **Important** | **Essential** |
| * Leaderboard * Poker card value reminders | * Menu * Blackjack * Poker   - Poker Card peek  - Currency  - GUI  - Rules  - Poker card value reminders  - Card algorithms |
| **Low Priority** | **Optional (easy but valued)** |
| - Currency Shop  - Save files (load progress and carry on where started)  - Password protected user accounts | **-** Card integration |

## Requirements:

### Success Criteria:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **ID** | **Feature** | **Explanation** | **Justification** | **Priority** |
| **1** | **Cards** | | | **Essential** |
| 1.1 | Card integration | Instead of using the games internal card system for the players each players physical cards will be inputted and the game will use those values when determining the winner/losers. POKER(Community cards will be generated by the computer and not be inputted from the users physical cards)    BLACKJACK(Every time a card would be delt to a player (e.g Hit) the system will ask what card the player has been delt from the real deck.) \*Still experimental in blackjack\* |  | **Desirable** |
| 1.2 | Shuffle cards | Shuffles/randomises 52 card deck each round ready to be delt ensuring fairness |  | **Essential** |
| 1.3 | Deal cards | Deals a specified number of cards from shuffled cards deck out to a specified player or dealer to play with/against for blackjack and poker gamemodes. (dequeing these cards from the shuffled deck QUEUE) |  | **Essential** |
|  |  |  |  |  |
| **2** | **Blackjack** | | | **Essential** |
| 2.1.1 | Hit | Deal player another card |  | **Essential** |
| 2.1.2 | Stand | End players turn without a card |  | **Essential** |
| 2.2.1 | Player turn cycles | Runs turns for each player then finally the dealer |  | **Essential** |
| 2.2.2 | Round result | Shows each players outcome (Win or Draw or Loss/Bust) |  | **Essential** |
| 2.3 | Wager input | Before each round starts players need to place a wager subtracting from their currency |  | **Essential** |
| **3** | **Currency** | | | **Essential** |
| 3.1 | Balance tracking | Keeps track of the amount of currency each player has |  | **Essential** |
| 3.2 | Starting amount | New/fresh players start with a set amount of currency (to be determined) |  | **Essential** |
| 3.3 | Currency updates | Applies win, loss or draw to each players balance immediately after a round is complete |  | **Essential** |
| **4** | **Menu** | | | **Essential** |
| 4.1 | Card integration option | If option is picked card integration will be used |  | **Desirable** |
| 4.2.1 | Blackjack option | Shows screen for blackjack when inputted by the user |  | **Essential** |
| 4.2.2 | Blackjack rules option | Presents rules for blackjack and the blackjack card values |  | **Essential** |
| 4.3 | Shop option | Shows screen for Shop and available items to purchase when inputted by the user |  | **Desirable** |
| 4.4 | Exit option | Closes program safely when inputted |  | **Essential** |
| 4.5.1 | Poker option | Shows screen for Poker when inputted by the user |  | **Essential** |
| 4.5.2 | Poker rules option | Presents rules for poker and the poker card rankings |  | **Essential** |
| 4.6 | No. Rounds input | Set number of rounds for the game when either poker or blackjack are inputted |  | **Essential** |
| 4.7 | Leaderboard option | Shows screen for leaderboard when prompted by user |  | **Desirable** |
| 4.8 | Setting number of players | Prompts user to set number of players and enter usernames of players |  | **Essential** |
| 4.8 | Players/rounds input | Prompts user to set number of players and rounds with simple validation when either poker or blackjack are inputted |  | **Essential** |
| **5** | **Poker** | | | **Essential** |
| 5.1.1 | Card peek | Lets the active player temporarily reveal only their cards on screen while other players look away so they know what they have been delt |  | **Essential** |
| 5.1.2 | Community cards (5) | Display a community card after each player turn cycle is complete |  | **Essential** |
| 5.1.3 | Poker value ranking hints display | Displays a quick reference for the poker rankings of cards mid game |  | **Essential** |
| 5.2.1 | Player turn cycles | Sequentially cycles through each player allowing them to decide to perform “player actions” if not folded or all in. Until all 5 community cards have been displayed and final bet has been made. Which is where the round will end |  | **Essential** |
| 5.2.2 | Turn indicator | Indicates which players turn it is (active player) and indicate folded players clearly |  | **Essential** |
| 5.3.1 | Player actions | Execute player choice (fold,check,raise, all in) |  | **Essential** |
| 5.3.1.1 | Fold | Fold (e.g give up) removes player from the turn cycle for the rest of the round and counts as a loss losing out on any winnings |  | **Essential** |
| 5.3.1.2 | Check | Check keeps you in the round without losing any currency and finishes your turn as long as the rest of the players check for that turn cycle |  | **Essential** |
|  | Call | Call (i.e call bluff) subtracts the amount of the current bet from players currency and finishes turn |  | **Essential** |
| 5.3.1.3 | Raise | Raise increases the amount of currency of the bet of the active players choice resetting turn cycle for all players that are not out. |  | **Essential** |
| 5.3.1.4 | All in | All in increases the bets amount to ALL the active players currency, resetting the turn cycle for all players that are not out. Players that are all in for that round are no longer in the turn cycle but are still in the game and entitled to any currency increase if they win. |  | **Essential** |
| 5.3.2 | Antes | Captures each players mandatory initial bet at the start of a round |  | **Essential** |
| 5.3.3 | Winner calculations | Determine winning hand(s) and handles folded and loss players appropriately |  | **Essential** |
| 5.3.4 | Central pot | Displays the total currency on the table to be claimed (total of the rounds bets) |  | **Essential** |
| **6** | **GUI** | | | **Essential** |
| 6.1 | Input handling | Accepts keyboard and mouse inputs/interactions with GUI and handles them appropriately |  | **Essential** |
| 6.1 | Card visualisation | Every card (52) has its own card image e.g queen of hearts, ace of spades, 4 of diamonds, etc each card being in the correct precise position of the screen (player1 cards being infront of dealer or player2) |  | **Essential** |
| 6.2 | Blackjack GUI | Displays table backdrop, options, players, relevant cards, buttons etc |  | **Essential** |
| 6.4 | Menu GUI | Displays table backdrop, options, etc |  | **Essential** |
| 6.5 | Poker GUI | Displays table backdrop, options, players, relevant cards, buttons etc |  | **Essential** |
| 6.5.1 | Visual representation of currency | Displays fries on the table as portions that scale with the amount (Handful, Stack, Bag, Bucket) |  | **Desirable** |
| **7** | **Save/Load** | | | **Desirable** |
| 7.1 | Leaderboard | Ranks top 10 players and displays their game data (Currency, W/D/L, Total games played etc) |  | **Desirable** |
| 7.1.1 | Save username and currency | Saves (to an external file) a players username and how much currency they have accumulated |  | **Desirable** |
| 7.1.2 | Load username and currency | Loads (from an external file) an existing/previous players username and currency |  | **Desirable** |
| 7.1.3 | Save Wins/Draws/Losses | Saves (to an external file) a players total wins, draws and losses |  | **Desirable** |
| 7.1.4 | Load Wins/Draws/Losses | Loads (from an external file) an existing/previous players total wins,draws and losses |  | **Desirable** |
| 7.2 | Player accounts |  |  | **Desirable** |
| 7.2.1 | Player creation | Creates a new player profile with a unique username (inputted from user) and a password (inputted from user), which will be saved (to external file) |  | **Desirable** |
| 7.2.2 | Player login | Using previously made credentials a returning player can continue playing where they left off maintaining the same amount of currency from the last time they played and contributing to their statistics. |  | **Desirable** |
| 7.2.3 | Player creation | Saves a new password assigned to new username which is inputted by the user, which will be saved (to external file) |  | **Desirable** |
| 7.3 | Automatic save | Automatically append external file every time a player is created and when a game is finished |  | **Desirable** |
| 7.4 | Load(ing data) error handling | If data is corrupted or missing program should start cleanly without freezing or crashing(If external file is missing a new one will be created) |  | **Desirable** |

### Hardware requirements:

Platform: Desktop or Laptop

Chosen for local multiplayer on one screen. Mobile and console have been excluded to reduce complexity and precise controls

Input devices**:** Keyboard and mouse

They are the primary input for menus, betting and controlling turns. They also produce precise inputs and are one of the most common forms of input such that my end user will most likely be familiar with.

Storage: 1GB free space

This ensures there is space for the installation of Python, PyGame library, images and save files

Processor: Dual-core 2.0GHz or more

This is required for rendering PyGame and processing python card logic without delay/lag

(Primary) Memory: 4GB RAM minimum

This is to ensure that the PyGame GUI performance is smooth and not choppy

Python requires atleast 2GB RAM according to “geeksforgeeks.org” ([source](https://www.geeksforgeeks.org/python/what-are-the-minimum-hardware-requirements-for-python-programming/)) so 4GB is a reasonable minimum for my game

### Software Requirements:

Operating System: MacOS, Linux or Windows 10+

These operating systems support python and pygame, allowing cross-platform compatibility for end users.

Software:

**Python 3.12+** Chosen for its simplicity and readability

**PyGame library** Chosen to display graphics, handle inputs and wide range of features

The majority of the code is in python and PyGame so they must be installed to play the game. They are both free and open-source software making my solution easily accessible for my end user.

## Computational Methods:

My solution is computationally suitable because card game mechanics can be precisely expressed through algorithms and data structures. The following computational methods are applied:

Abstraction

Abstraction is used to simply complex real-world card handling into efficient digital processes.

* In real life, shuffling cards involves physical randomness and human verification. My program replaces this with a sorting algorithm (using python’s built-in random module) that reorders the deck list each time ShuffleCards() is called
* Only necessary details (card value and suit) are stored. Visual and physical details such as bending or texture are ignored.
* This simplification reduces code complexity, ensures fairness and makes the program efficient for repeated use

**Example:**

ShuffleCards() function randomises the 52-card array to create a new deck before each round. This removes unnecessary real-world complexity but achieves the same outcome (an unpredictable deck order)

Decomposition

Cards Collective is decomposed into modular sub systems, each performing a specific role that can be developed and tested independently.

* **Menu system**: handles navigation between blackjack, poker, leaderboard and rules screens
* **Card system**: manages deck creation, shuffle, deal and card value handling
* **Blackjack system**: manages order and sequence of rounds/turns, applies game rules(e.g over 21 = loss), W/D/L calculation, card totals
* **Poker system**: manages order and sequence of rounds/turns, manages hands, betting logic and inputs, W/D/L calculation, sneak peek feature
* **Currency system**: manages number of chips for each player, applies changes to chip values (subtract, add, etc) and updates values

This modular structure allows each component to be developed, tested and debugged independently. It improves maintainability, reduces complexity and allows shared systems (such as Card system and currency system) to be reused across both Blackjack and Poker modes.

### Algorithmic Thinking

My project uses multiple algorithms to ensure functionality such as:

* **Shuffle algorithm:** Randomises the deck
* **Deal cards algorithm:** allocates cards to specific players and dealer using loops and data structures
* **Currency update algorithm:** Modifies player balances when bets are placed or rounds are finished
* **Turn logic algorithm:** Cycles between players in local multiplayer and updates GUI indicators accordingly

These algorithms are predictable and repeatable which makes it suitable to manage and test.

### Justification

My solution is well suited to a computational approach because card games rely on clear logical rules, randomisation and turn based decisions that can be accurately represented by algorithms and data structures. Computers can handle these processes consistently and efficiently which ensures fairness, accuracy, scalability and repeatability in every game.

# Design

## Structure Diagram

A diagram of a company

AI-generated content may be incorrect.

I have laid out the structure diagram so that it follows the natural flow of the program and effectively represents the different branches when the user first opens the program the menu will be displayed providing options of leaderboard, blackjack and accessory shop. If either is clicked it will call upon the subroutine for the program to the display e.g Blackjack(). On the next layer of the program it shows the nested sub routines that will be used within the primary ones.

## Flowchart

### Menu

A diagram of a diagram

AI-generated content may be incorrect.

## Data Dictionary

|  |  |  |  |
| --- | --- | --- | --- |
| **Identifier** | **Data type** | **Description** | **Validation** |
|  |  |  |  |
| **Menu** | | | |
|  |  |  |  |
|  |  |  |  |
| **Cards** | | | |
| cards[52] | 2D array | Holds an ordered standard deck of (52) cards: cards[][] =  [1,2,3,4,5,6,7,8,9,10,J,Q,K,A] ,[S,H,D,C] |  |
| shuffled\_cards[[52] | 2D list | Randomised order of cards[][] |  |
| ShuffleCards() | Subroutine | Randomises cards[][] order and appends random order into shuffled\_cards[][] |  |
| DealCards(player,numberofcards) | Subroutine | Moves first values in the list shuffled\_cards[][] into player |  |
| dealer[][] | List | Holds value of cards assigned to dealer |  |
| player1[][] | List | Holds value of cards assigned to player1 |  |
| player2[][] | List | Holds value of cards assigned to player2 |  |
| player3[][] | List | Holds value of cards assigned to player3 |  |
| player4[][] | List | Holds value of cards assigned to player4 |  |
|  |  |  |  |
|  |  |  |  |
| **Blackjack** | | | |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
| **Poker** | | | |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
| **GUI** | | | |
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|  |  |  |  |

## GUI

### First draft

#### Gui drafting notes:

* I had an idea where the table background is the scenery of a restaurant or kitchen. Table is made of stainless steel (like a kitchen worktop) – matches “fries” and high “steaks” gameplay
* I also thought of another table originating from spongebob (krusty krab restaurant table) for the same reason but also showing that the project is suitable for all ages as using referencing kids cartoon matching my primary stakeholders
* Thought of having a picnic table with the flooring as grass which would also imply that the project is suitable for all ages which matches my primary stakeholders as usually families go on picnics
* Thought of having an antique table not sure why
* I may implement multiple of these different tables if I have time giving users the option to change the look of the game

Positioning etc notes:

Cramped cards,

Shuffler to make it look more realistic

Cards move depending on which turn it is for the player like a conveyor belt

#### Currency:

**A grid with a grid with a grid and a square with a square with a square with a square with a square with a square with a square with a square with a square with a square with

AI-generated content may be incorrect.**

Bucket of fries = 2000

Bag of fries = 1000

Stack of fries = 200

Handful of fries = 50

Will be in the centre of the table of poker depending on the total amount of currency invested in to the round

#### Menu

A menu with a menu card

AI-generated content may be incorrect.

#### Poker

A table with cards and a few cards

AI-generated content may be incorrect.

I was thinking of moving cards in the centre up to make space for a indicator in the centre of the board indicating which players turn it is like in blackjack but I ultimately decided the players username will increase in size and change to bold when it is their turn and return back to normal once their turn has ended and if a player is out their name will appear crossed out with a strikethrough line and this will be the same for blackjack.

A diagram of a poker table

AI-generated content may be incorrect.

I also added the different buttons as I forgot to add this to the last draft

* Raise (slider) is going up in increments of 50 from 0 to All in (Players full balance)
  + Releasing the slider will finalise their input and end their turn
  + 100 is an example of the sliders value
* Stand (Button) is a mouse click
* Fold (Button) is a mouse click and when clicked strikethrough line the player who clicked as they are now out

A card game with cards

AI-generated content may be incorrect.

I added an options button in the top right and this is where the poker card rankings can be accessed. I ended up moving the cards in the centre upwards to make space for the currency pool that will be in the centre which will be the total of every players invested currency.

In this example of the draft the Cental Pot has a value of 2000 + 2000 + 1000 + 1000 + 200 + 50 = 6250 French Fries

Also I mistakenly put 3 community cards (the cards near the top of the screen) and have since changed them to 5

#### Blackjack

A blackjack table with cards

AI-generated content may be incorrect.

* The Menu, Poker, Blackjack all have the same background to allow the background to remain constant throughout the game reducing overcomplication. It is also for the realism of my project as it creates the feel/atmosphere of being at a table just as in real life poker/blackjack.
* The cards will be positioned the same in blackjack and poker so code can be reused between them
* The shuffler is on the table to add to the realism as it creates the illusion to the user that the cards are not popping out of thin air and are being produced from the shuffler.

A diagram of cards on a grid

AI-generated content may be incorrect.

I also forgot to add inputs in the last draft of the GUI.

I added the indicator to show which players turn it is (Name increases in size and bold) which will return to normal once their turn is over and which players are out (Name is strikethrough).

Buttons added:

* Stand (button) mouse click
* No. of fries (slider) using mouse select amount of currency to bet to start the round in intervals of 50 between 0 and Max (Max value has not been decided yet)
* Shuffler (Hit (Button)) mouse click on shuffler. I decided to make this the button to get another card as it adds to the realism of getting a card from the shuffler instead of having a separate button for Hit
* Options button

CardsA screenshot of a computer

AI-generated content may be incorrect.

[Playing Cards Icon Pack | Gradient fill | 78 .SVG Icons - Page 2](https://www.flaticon.com/packs/playing-cards-26/2?word=playing%20card)

Need to download from page 2 from card 9 downwards:

And add to GUI Images folder

A screenshot of a card game

AI-generated content may be incorrect.

## Development plan

### Card (dealing system)

**Deadline:** Week 1-2

**Requirements:**

* (D) Physical card integration
* (E) Create a shuffled/randomised deck of 52 cards from ordered array cards
* (E) Cards can only be assigned to one player at a time (No duplicates)
  + Shuffled deck will be a queue and the dealing algorithm will dequeue the “card” at the front of the queue/”deck”

**Justification:**

For my project I have chosen to start by developing the Card dealing system as without it, the rest of the game will be unplayable making it one of the most essential parts of the game.

### Blackjack gameplay Class

**Deadline:** Week 3

**Requirements:**

* Display each players cards value and their suit
* Players are given the option to Hit or Stand – Input should be handled accordingly
* Determine If player won, drew or loss
* Enter a value before each round

**Justification:**

I have chosen to start by developing the blackjack game as the currency system is dependent on inputs from the blackjack game.

### Currency system

**Deadline: Week 4**

**Requirements:**

* Keep track of each players currency
* Add and subtract currency from individual players existing balance
* Calculate currency increase/decrease depending on how much each player has put in if its blackjack and depending on the outcome of a round: Win, Draw, Loss

**Justification:**

I have decided to do this next as then the blackjack section of the project will be finished early into development

### Menu

**Deadline: Week 5**

**Requirements:**

* Displays different options:
  + Poker
  + Blackjack
  + Rules
  + Exit
* Players will be able to pick which option and output the desired option when chosen.
* Input number of players for blackjack/poker how many rounds etc

**Justification:**

I have decided to do this after the blackjack gameplay is developed and before the poker gameplay as it is an essential but easy and should be relatively quick part of the game to make.

### Poker gameplay

**Deadline: Week 6-7**

**Requirements:**

* Display 5 cards from dealer at appropriate timings
* Allow player to input Raise, Stand, Fold
* Allow player to input of integer from each player before cards being displayed
* Determine win,draw or loss for each player based upon each players card rankings if player has not Folded

**Justification:**

I have chosen to do the poker gameplay next as it is another essential part of the game. This has purposely been done before the development of the GUI as the logic of the game will be completed after this point such that the game is “playable” if there are any unforeseen problems past this stage in development

### GUI

**Deadline: Week 8-9**

**Requirements:**

* Take inputs via keyboard and mouse interaction
* Display background, cards, currency values etc in correct positions
* Simple animations when triggered (card moving across screen, card flipping etc)

**Justification:**

* This is done after the essential parts of the games logic as this will be the most time consuming part of this project and for reasons stated further up.

### Save Player Data

**Deadline: Week 10**

**Requirements:**

* Save players data to an external file
* Update changes to player data in external file
* Load this data at the start of the project from the external file

**Justification:**

I have decided to do this stage after the GUI as it is not an essential part of the game but is a useful feature and will be needed for a leaderboard and player log in to check credentials and save credentials so players can carry on where they left off.

# Development

## Stage 1 – Card (dealing system)

### Design

Algorithms - Should contain flowcharts / pseudocode

A diagram of a card game

AI-generated content may be incorrect. A diagram of a deck

AI-generated content may be incorrect.

A diagram of a card

AI-generated content may be incorrect.

**Requirements:**

* (D) Physical card integration
* (E) Create a shuffled/randomised deck of 52 cards
* (E) Cards can only be assigned to one player at a time (No duplicates)
  + Shuffled deck will be a queue and the dealing algorithm will dequeue the “card” at the front of the queue/”deck”

Data - data dictionary / class diagrams

### Development

Show the code build over time

Justify your decisions

Screenshot errors and your fixes

Videos or screenshots of what it looks like when run

Reference tutorials used

[Python Random shuffle() Method](https://www.w3schools.com/python/ref_random_shuffle.asp)

[Python - List Methods](https://www.w3schools.com/python/python_lists_methods.asp)

A screenshot of a computer screen

AI-generated content may be incorrect.

I was stuck between these two ways of storing the cards list. In Picture 1 each card has is saved as its own variable while in Picture 2 the cards are split up by value and suits where the total combination of the value and suit produces the full deck of cards.

Ultimately I opted with Picture one as the codes readability is much better and helping with future maintenance and debugging and ease of GUI creation each card will have an image of it assigned to it. E.g 1s image is 1s.png

A screen shot of a computer screen

AI-generated content may be incorrect.

I altered the formatting and arrangement making it more logical such that index 0 is ace index can be seen below:

A screen shot of a computer

AI-generated content may be incorrect. A screen shot of a computer

AI-generated content may be incorrect.

Testing this highlighted problems that would of caused distruption later down the line.

Problems discovered:

* They weren’t all the same string length e.g “1s” and “10s”
  + I was planning on holding the value of each card in the first character however in this example my algorithm would have thought that it was the same value
  + I changed the values such that the first 2 characters indicate the value and the last character indicates the suit the suit letter being capitalised as now the face cards and ace are two letters long which means I also capitalise the first letter of them e.g “KiS”.
  + I changed the numbers such as 1 to “01S” instead of “1S” etc which solves this problem
  + Here is the updated array below:

A screenshot of a computer screen

AI-generated content may be incorrect.

A screenshot of a computer

AI-generated content may be incorrect.

I made a 1d list version of the organised card list so that the shuffle method in the built in python module will be compatible to be used on it. I have left the cards 2d array in so it can be used in future to compare cards based on their index.

A screen shot of a computer

AI-generated content may be incorrect.

This function takes standard deck as a parameter as standard deck will remain a constant. The global variables shuffled\_deck , head , tail are changed within the function (resetting it to a full deck) and will be used within the other card subroutines.

* random.shuffle() is a built-in method in the random module of python. I have decided to do this as it makes the code much more readable and saves me time coding a bare bone shuffling algorithm
* Treating the shuffled cards with a queue like fashion using pointers head and tail where cards will be handed out from the front(head). The tail has no use as of this time but I have instantiated a variable for it for the common standard with a head comes a tail.
  + Realistically a stack would be a more accurate representation of the cards but there are stricter access constraints with a stack thus opting for a queue-like structure.

A screen shot of a computer code

AI-generated content may be incorrect.

The DealCards function takes in parameters player and nCards allowing for it to be reused no matter the number of cards being delt and to who.

shuffled\_Deck and head is globalised so their values can be used and edited.

The subroutine is internally looped for the number of cards (nCards) that will be delt each loop assigning the card to a buffer (local) variable called “card” then removed from the shuffled cards using the pop() built-in method for list handling.

* The pointer of the head of the queue is cremented/decreased by 1 as the card has been removed from the deck.
* The card is added to the playerCard list
* Essentially the code has moved a card out of the deck and is now in the specified players possession

A black background with white text

AI-generated content may be incorrect.

A screenshot of a computer

AI-generated content may be incorrect.

I tested the dealing of the cards and it passed without repeating any cards and removing the delt cards from the shuffled\_list. However it brought to my attention that the total amount of cards left was 48 even though 8 were removed and the total before dealing is supposed to be 52. It turned out I mistakenly included an extra value of cards ["01S","01H","01D","01C"] which do not exist in real life.

I corrected this shortly after and the DealCards() and ShuffleCards() sub-routines were working as intended.

A screenshot of a computer program

AI-generated content may be incorrect.A screenshot of a computer program

AI-generated content may be incorrect.A screenshot of a computer

AI-generated content may be incorrect.Total after removing the extra card values is correct 52-8 = 44

A screen shot of a computer code

AI-generated content may be incorrect.

CardIntegration() is the subroutine for the card integration feature for the user to handle their own physical deck of cards. It is abit similar to the DealCards() sub routine but instead of the system deciding which cards the players are delt the user is doing it.

* The remove() is a another built-in python method for list handling. I have used it to remove the instance of that card in shuffled\_Deck which should replicate the physical deck of cards that the user has remaining. This is why the shuffled\_Cards is queue-like and not a standard queue as cards are removed from any position of the list and not just the head.
* It also adds the card to the players possession in the program. “player.append(card)”
* Player and nCards are passed as parameters so that the sub routine is reusable for all players and different amounts of cards if needed.

### Testing

Test table

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Test number | Description | Type of test | Test data | Expected result | Actual result | Evidence |
| 1.1.a | Physical input valid card | Valid | Input “07H” via card integration | Accepted and logged. Removes card from internal shuffled deck |  |  |
| 1.1.b | Physical input invalid string | Invalid | Input “11Z” or “AA” | Rejected: incorrect card format |  |  |
| 1.1.c | Duplicate card input | Invalid | Player already holds “7H” so input “7H” again | Rejected: duplicate card |  |  |
| 1.2.a | Check deck contains 52 cards | Valid | len(cards) | Returns 52 |  |  |
| 1.2.b | Check every card string is unique | Valid | Convert cards to a set | Set length = 52 (no duplicates) |  |  |
| 1.2.c | Check naming conventions | Valid | Input "AcS","10H","KiD",etc | Each string follows pattern [Rank][Suit] where Rank ∈ {A,1–10,J,Q,K}, Suit ∈ {S,H,D,C} |  |  |
| 1.2.d | Shuffle deck order | Valid | Call ShuffleCards() then compare to original | Deck orders are different but all 52 unique cards still exist |  |  |
| 1.3.a | Deal one card | Valid | Call DealCards(p1,1) | Player1 length +1, deck length –1 |  |  |
| 1.3 | Deal full deck | Boundary | DealCards(p1,52) | Player1 has 52 unique cards, shuffled deck length is 0 |  |  |
| 1.3 | Deal more cards than available | Boundary | With 5 cards left call DealCards(p1,6) | Operation rejected: no deck change |  |  |
| 1.3 | Deal 0 cards | Boundary | DealCards(p1,0) | No change to deck or player and no error |  |  |
| 1.3 | Invalid number input | Invalid | DealCards(p1,"three") or DealCards(p1,-3) | Function rejects with clear message |  |  |
| 1.3 | Empty deck deal | Boundary | Dequeue all 52 then deal again | “No cards remaining” message - no error |  |  |
| 1.2.post | Shuffle randomness | Robustness | Run ShuffleCards() 100× and compare all the deck orders | No duplicates within a deck, the greater majority of shuffled decks must be unique |  |  |

Evidence referenced - screenshots or videos (with timestamps)

Review of how well your stage has gone

**Evaluation**