Notes:

Layout Diagram

Class Diagrams should have these classes:

Player: The aspect the users can directly interact with when playing the game

Login Information; string

Role: Role, used to allow the person to execute certain methods. (Ex. “Dealers” cannot double down or split pairs)

Balance; int or float

Hand: An array of Card taken from Deck

handValue: int

Bet: int

+hit(); to call for a card

+stand(); to stop asking for cards

+splitPair(); To call for a split

+doubleDown(); To Call for a double down

-updateHandValue(); Read through Hand, updatevalue according to rules

-updateBalance(); Depend on win or loss. Change Balance according to Bet

-beginGame(); Call to begin the came with the players in the “room”

Deck: The set of cards

card; An object of class Card

-dealCard(); take the next card and return. Remove from set

-resetDeck(); reshuffle the cards for a new set

Card: The individual card

suit; string

amount; string (includes J, Q, K)

value; int (representing J,Q,K = 10, A =1 or 11.)

Lobby: The set of “games” that a Player can join

game: A set of servers holding the game of blackjack within them

createNewGameLobby(); Call when the current lobbies are filled and none can be joined