



# Project Topic

# Multiplayer Blackjack

Group 2

Andrew Bustos  
Amanuel Gebreyesus  
Steven Tran  
Diego Ureno  
Haolin Zhang



# Important Requirements

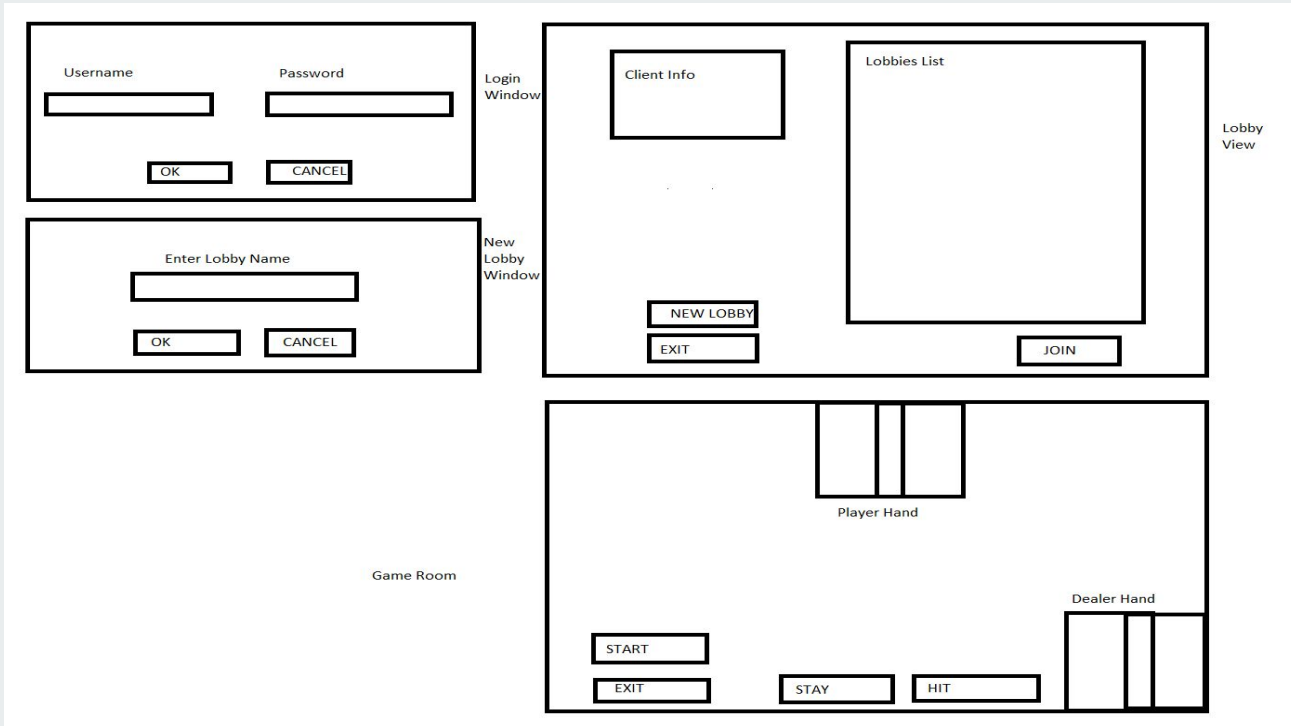
## Overall Requirements:

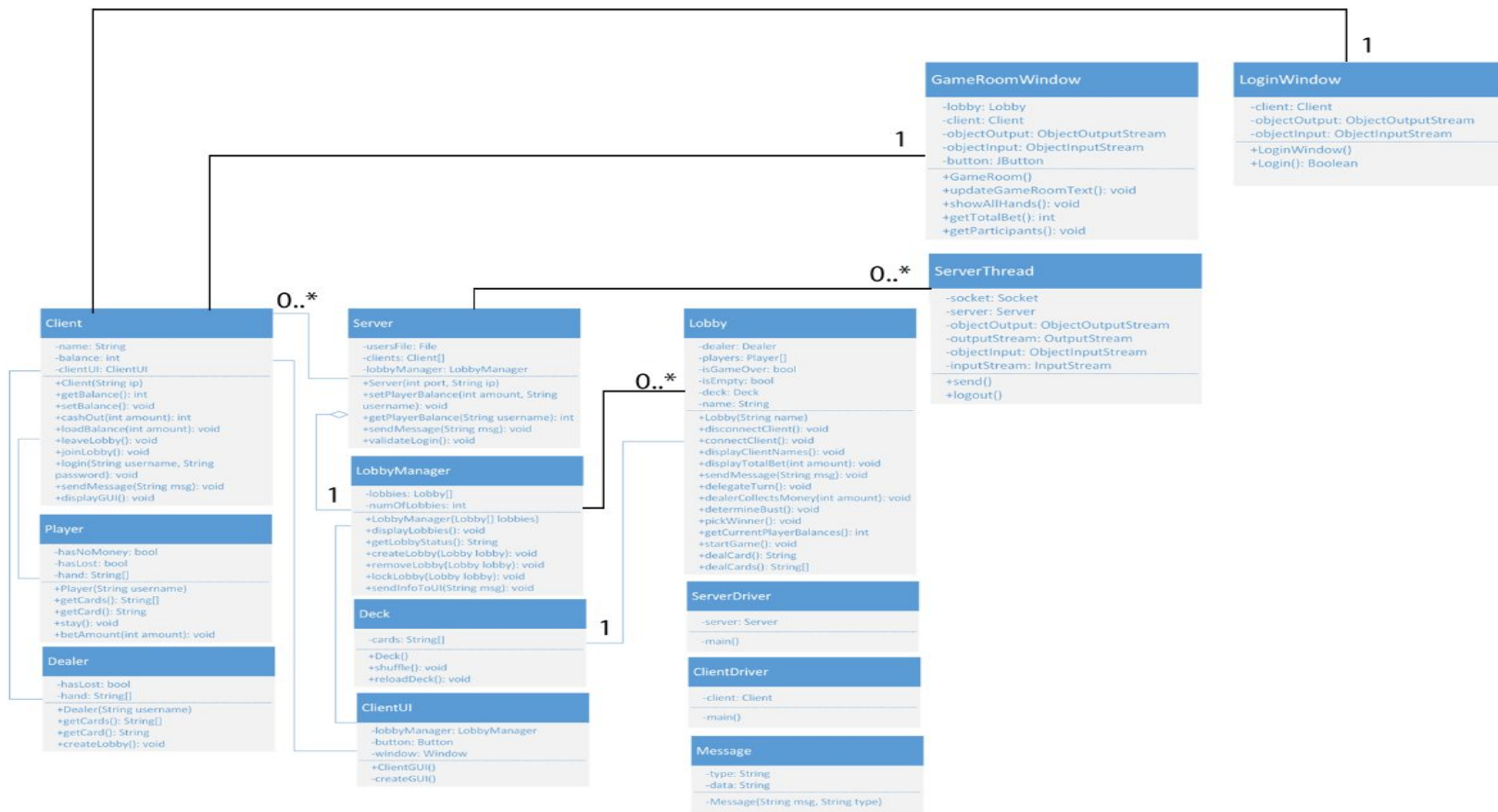
- Able to play Blackjack (Standard Rules)
- Add/Cash Out funds
- Login system (Server/Client)

## Constraints:

- Must be written in Java
- Must include: GUI, TCP/IP
- No HTML or unapproved libraries

# Overall Design





# Class UML Diagram



# Message Passing and Server

Messages are passing through the Socket

Message have predefined types

Message's data part is an Object object, this means we could passing any information by message

Server give response after received a Message from Client

Server will broadcast [game command] to all Client to update their local game

```
public enum Type {  
    Undefine,  
    Succeed,  
    Failed,  
    Login,  
    Logout,  
    ViewPlayerInfo,  
    ShowPlayerInfo,  
    ViewAllPlayerInfo,  
    ShowAllPlayerInfo,  
    GetLobbyManagerInfo,  
    ShowLobbyManagerInfo,  
    ViewLobby,  
    ShowLobby,  
    GetBalance,  
    ShowBalance,  
    ReloadBalance,  
    UpdateBalance,  
    CreateLobby,  
    DeleteLobby,  
    JoinLobby,  
    ExitLobby,  
    StartGame,  
    Bet,  
    Hit,  
    Stay,  
    Exit  
}
```



# Project Demo



## Hindsight Review

- We were not able to finish the full integration of the implementation because of the time constraint
- Could have spent more time on the design phase of the test
- Able to code the game logic in Console, but had difficulties integrating into swing
- More communication during implementation
- As a group we lacked understanding of the importance of each phases of the Software Design