

21 Card Game Logic Map

52 Cards

- 4 Suits: Diamonds, Hearts, Clubs, Spades
- 13 cards per suit – assign values
- Display cards
- Randomise cards/shuffle

2 Players

- Computer/ Dealer
- User/Player

Deal

- 2 cards dealt to each player
- Users cards are totalled
 - o If either player is over 21, bust – game outcome displayed
 - o If either player = 21, instant win – game outcome displayed

Hit or Hold: User decides whether to **Hit** or **Hold**

Hit: requests another card, then

- Users cards are totalled
 - o If over 21, bust - user loses - Better luck next time modal with option to play again
 - o If = 21 - Congratulations you win modal with option to play again
- User decides whether to **Hit** again or **Hold**, if **Hit:**
 - o Repeat hit steps above
 - o This continues until user decides to **Hold**

Hold: Once user is happy with hand clicks **Hold** and cannot request another card.

- Users cards are totalled then:

Dealers cards are totalled

- If totals 16 or less another card is dealt to the dealer until a total greater than 16 is reached
- If over 21 - bust, user wins - You Win modal with option to play again

- If = 21 - user loses, Better luck next time modal with option to play again
- If user total greater than dealer total and less than 21 user wins - You Win modal with option to play again
- If user total less than dealer total user loses - Better luck next time modal with option to play again

New Game/ Reset

- To abandon current game and start again – alert: Are you sure you want to abandon the current game yes/no?
- Yes - Reset all cards
- No - Return to game

Play Again option from Win/Lose Modal windows

- Reset all cards

User Stats:

- No of wins with 21
- No of wins
- No of loses
- No of draws

Rules: Opens modal

- How to Play.....

Settings/Themes: Opens modal

Select from:

- Classic – Green background
- Beach – Beach background
- Night – Night Sky background