**Needs and Objectives**

*Needs:*

For the player component, they need to be able to hit, stand, split, double down, and place bets.

For the dealer component, they need to shuffle the deck, deal cards to the players, pay out players who have won in correct amounts and collect the bets from losing players, have different levels of difficulty, and also have the algorithms to determine which moves to play, while also following the specific rules for the dealer.

For the AI player component, they need to have different degrees of difficulty, follow the rules of the game, and bet reasonable amounts depending on their hand.

For the graphical component, it will need to be a screen design that allows the player to easily follow what is happening in the game.

*Objectives:*

The objectives for the task are:

* A game that provides a fun, complete blackjack experience for the user
* There shouldn’t be any bugs in the game that detract from the player’s enjoyment.
* The game shouldn’t be resource intensive, it should be a lightweight program that allows as many people as possible to play the game.

*Boundaries:*

The boundaries of the task are:

* There is a limit to the amount of development time available, which is about 6 weeks.
* The game should be accessible to all eligible users, e.g. 18+.
* The game shouldn’t cause any offence to any potential users.