**Blackjack Requirements** *SER 215 – Group 12*

Create a single player game of Blackjack. The completed program will allow the user to play hands of blackjack against the computer controlled dealer.

**User Interface:**

The graphical user interface will display the cards of the dealer and player, text fields to allow the user to enter his starting cash and bets, as well as buttons to allow the user to stand, hit, or walk away.

**Starting the Game:**

When the game is opened, the user is prompted for the starting amount of cash desired. Once this is entered, a button allows them to begin the game. A button is also provided to exit the game.

**Playing the Game:**

At the start of each hand, the player is prompted for his bet. Once the bet is entered, he can press a button to begin the hand. Two cards are dealt face up to the player and dealer. The player then has the option to “Stand” (hold his cards) or “Hit” (take a card). If he stands he is dealt no more cards. If he hits, a card is dealt face up. The dealer must hit until his score is 17 or greater, or he busts.

**Winning the Round:**

The round is won by the player if:

* The total of the dealer’s cards goes over 21
* The total of the player’s cards is higher than the dealers after the dealer can take no more cards.

The round ends in a tie if both the dealer and the player end the round with the same card total. The bet goes back to the player.

**Exiting the Game**

A button is provided to leave the table, which takes the player back to the starting screen. On the starting screen a button is provided to close the game.