Ethan Dunham
How-To Proposal
5/10/17
Cs 290-400

Deck of Cards API:

For my API project, I have decided to use the deck of cards API. I will be showcasing how to make a Blackjack game in JavaScript using this API. The API itself seems fairly straight forward. It contains an option to:

- create new decks
- shuffle the cards
- draw x number of cards
- create a discard pile
- add to the discard pile
- creating new decks

Project:

For Blackjack, I will use the create deck and draw options. Initially, I will have the program:

1. deal 2 cards to the user and 1 card to the computer
2. display the current point total in the player's hand
3. give an option to hit or stay
    a. if they hit, it will draw another card and add the card value to the other values in the player's hand
    b. if they go over 21, They will lose the round
    c. repeat #3 until they pick stay
4. the computer will draw it's second card
5. the computer will hit until it is over 17
6. values of hands will then be compared and a winner will be determined.

Time permitting additions:

- Player chips
- Other computer players to simulate other people playing next to you
- Ability to split doubles

To accomplish this goal:

To accomplish this goal, I will complete the following in order:

1. Create an HTML page to hold the skeleton of the program
2. Create the Blackjack code in JavaScript
3. Learn how to display the returned image from the API on the HTML page
4. Have the JavaScript interact with the HTML page
5. Break the process into step by step instructions
6. Create a how-to guide for creating the program using the API
    a. Include an explanation on what APIs are

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b. Detail all the Deck of Cards API abilities so the user can make other card programs if desired
c. Step by step instructions on how to setup the HTML page
d. Step by step instructions on how to code the JavaScript