Ethan Elders

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1. Display starting balance of 100.
2. Ask user to enter bet for first round. (100 Max Bet)
3. User inputs bet for first round.
4. Deal 1 card face up to Player then dealer.
5. Deal 1 card face up to player and 1 card face down to dealer.
6. Reveal Players cards and Dealers 1st card.
7. Ask User if they want to hit or stay.
8. User inputs hit or stay.
9. If user decides to hit, then deal one card face up to user. (Max of three)
   1. If user total goes over 21 then dealer reveals their card and game ends.
10. If user decides to stay, then dealer reveals their other card.
11. If dealer total is less than 17, deal another card. When 17 is hit, stop dealing.
12. If dealer won, display “You Lost”, If player won, Display “You Won”, If score is tied display “Draw”.
13. Add or subtract user bet from starting balance.
14. Display current balance.
15. Ask user if they would like to play again.
16. User input play again or end game.

Identify information displayed to user:

1. Display starting balance.
2. Display current bet.
3. Display players hand.
4. Display dealers hand.
5. Display Win, Lose, Or Tie
6. Display ending balance.

Identify Variables:

1. int startBalance
2. int endBalance
3. int currentBet
4. int userCard1
5. int userCard2
6. int userCard3
7. int userCard4
8. int userCard5
9. int dealerCard1
10. int dealerCard2
11. int dealerCard3
12. int dealerCard4
13. int dealerCard5
14. bool hitStay
15. bool continueGame