After a player joins a room, the following buttons are available:

Sit Out – Player skips current round, and any wager placed with be refunded. If a player chooses this option, the player will observe the game while still remaining in seat chosen until the player chooses the button:

Play Next Hand – Waits until the next round starts, then displays the starting buttons:

Sit Out, Deal, and place wager.

Deal – Automatically places a wager of the lowest denomination and receives cards.

Double Down – Doubles the wager placed and receives an additional card

Stand – Player is satisfied with their current hand and decides to compare the current score against the dealer’s score.

Hit – Receives another card.

Loop to see if player is actively playing, playerStatus = 3; If any player’s status = 3, then set room’s readyToPlay = 1. While readyToPlay = 1, do a countdown timer for x seconds. Before x = 0, all players have a chance to sit and place wager and hit deal. After x seconds, set readyToPlay = 2, this is when the round is locked, if any player has not hit deal to receive a card yet, then the player will have to wait until next round.

1. When player first enters room GUI has the option to sit out deal and place wager.

- If timer runs out, then GUI changes to only have play next hand button