Blackjack – Requirements Specification

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GitHub Link: https://github.com/FatherSpodoKomodo/Evan\_Barry\_OOP\_Project

Blackjack, also known as twenty-one, is a comparing card game between usually several players and a dealer, where each player in turn competes against the dealer, but players do not play against each other. It is played with one or more decks of 52 cards, and is the most widely played casino banking game in the world. [1]

Players: Dealer and Human

Decks: 1-4

Goal of game: Get 21 points on the first 2 cards (“Blackjack”)

Reach a final score higher than the dealer without exceeding 21

Let the dealer draw additional cards until their hand exceeds 21

Card values: 2 through 10 is as normal. Face cards (J, Q, and K) are worth 10. Ace is worth 1 or 11.

Gameplay: Player is dealt 2 cards and Dealer is dealt 2 cards (1 face up, 1 face down). Player can draw additional cards to improve their hand. A hand with an ace valued as 11 is called “soft”, meaning that the hand will not bust by taking an additional card; the value of the ace will become one to prevent the hand from exceeding 21. Otherwise, the hand is “hard”.

Once the Player has completed their hand. It is the Dealer’s turn. The Dealer will not complete its hand if player is bust or has blackjack. The Dealer must reveal the hidden card and must hit until the cards total 17 or more. The Dealer can hit on a “soft” 17.

Win Condition: Player can win by not busting and having a total higher than the dealer.

Player can win by not busting and having the Dealer bust

Player can win by getting a “Blackjack” without the Dealer getting a “Blackjack”

If the Player and Dealer have the same total (not counting “Blackjack”), this is called a “push” and results in a draw.

Lose Condition: Any other outcome than the outcomes above result in the Dealer winning

Player Moves: **Hit** -Take another card from the dealer

**Stand** – Take no more cards

**Surrender** – Give up, but only as first decision of hand

[1] - https://en.wikipedia.org/wiki/Blackjack