CPSC 224 Final Project Plan

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Blackjack Game Project

Team: **Team Jack**

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PROJECT OVERVIEW

1.Project Summary

We are making a game of Blackjack using a full deck of 52 cards where the suits and ranks do not matter but is still displayed. Like most card games, the deck is shuffled randomly. Each card values from 1 to 11, where Aces can be 1 or 11 based on the score, Kings, Queens, and Jacks all count for 10. The rest of the cards range from 2-9 with the suits being irrelevant. The game requires a player to score more than a dealer without exceeding the score of 21. 21 is the highest possible score known as, “blackjack” where if the player exceeds, it will result in a bust and the player loses that round.

PROJECT REQUIREMENTS

Major Features

Feature	*Description*
Shuffle Cards	Randomize a given deck of cards
Hit/Double	Add a card to the user’s hand, double doubles the bet.
Stand	End the user’s turn.
Split	If the user has two identical cards, split into two hands and double the bet.
Deal	Initial deal to start game.

PROJECT GAME DESIGN

Initial User Interface Design:

Simple ASCII terminal UI. Example:

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* Your Hand: | Dealer Shows: *

* [2] [9] | [2] *

What would you like to do?

1. Stand
2. Hit
3. Double
4. Split

user input goes here

Initial Software Architecture

We