

# Project Presentation: Blackjack With a Twist Game

## Week 1: Project Proposal

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### 1. Planned Working Time

- **Working Days:** Friday - Sunday
  - **Working Hours:** 10 AM - 2pm
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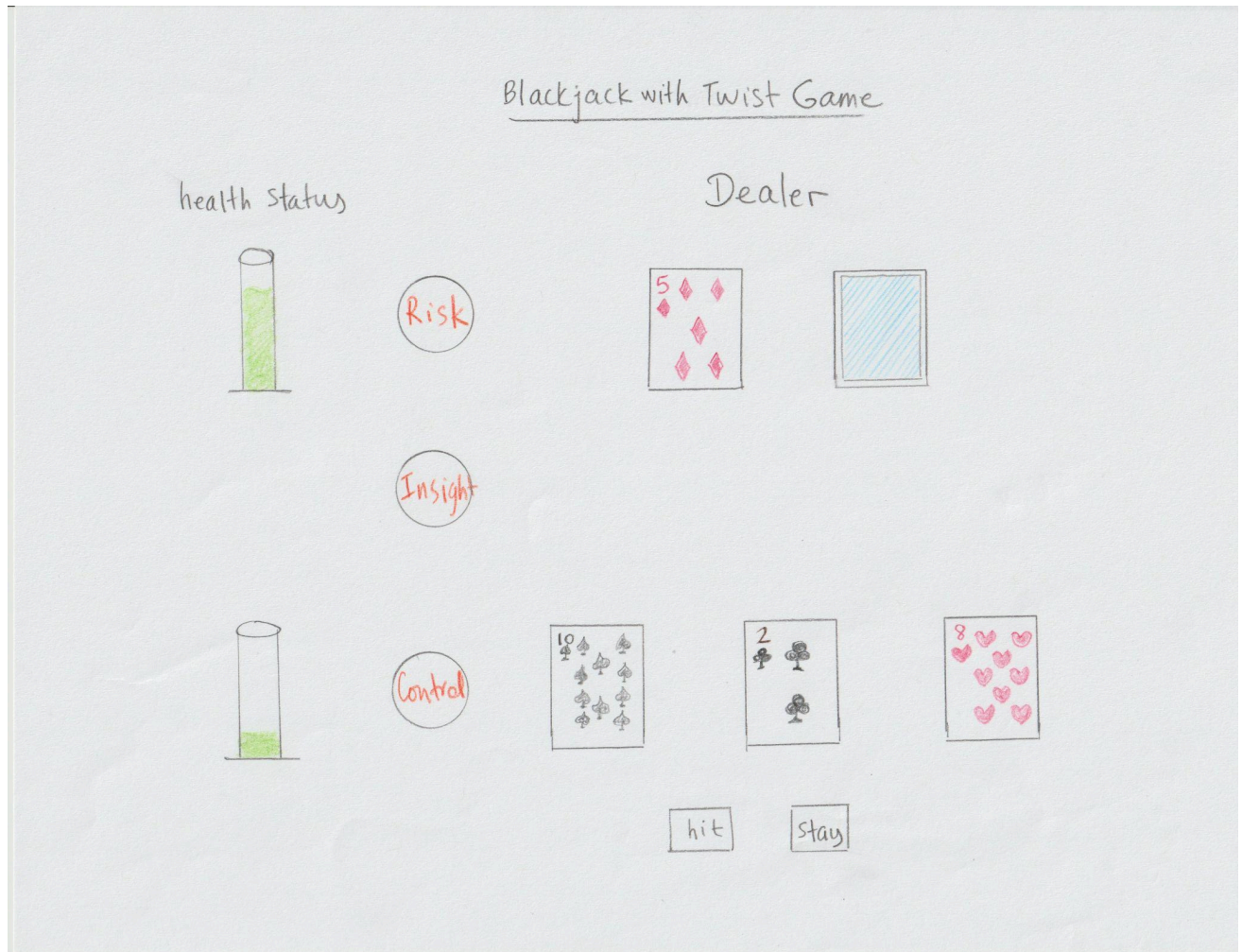
### 2. Project Pitch

#### Overview

Blackjack is one of the most popular card games, and the goal is to have a hand value closer to 21 than the dealer without exceeding it. In this project, I will create a playable Blackjack game with a graphical user interface (GUI), where a user can play against the dealer. I decided to base my game off of it but it has a twist. Both the player and the dealer have a health bar and whoever reaches 0 health first loses the game. The dealer will alternate turns as though you are against a non-dealer player. Both the dealer and the player will have multiple turns with each of their turns ending when either choose to hit or stay respectively. The round will end only when both the player and the dealer consecutively choose to stay on back-to-back turns. Additionally, whoever wins the round gets a power card. This power card can have different effects based on the type you want.

The game will include the following main features:

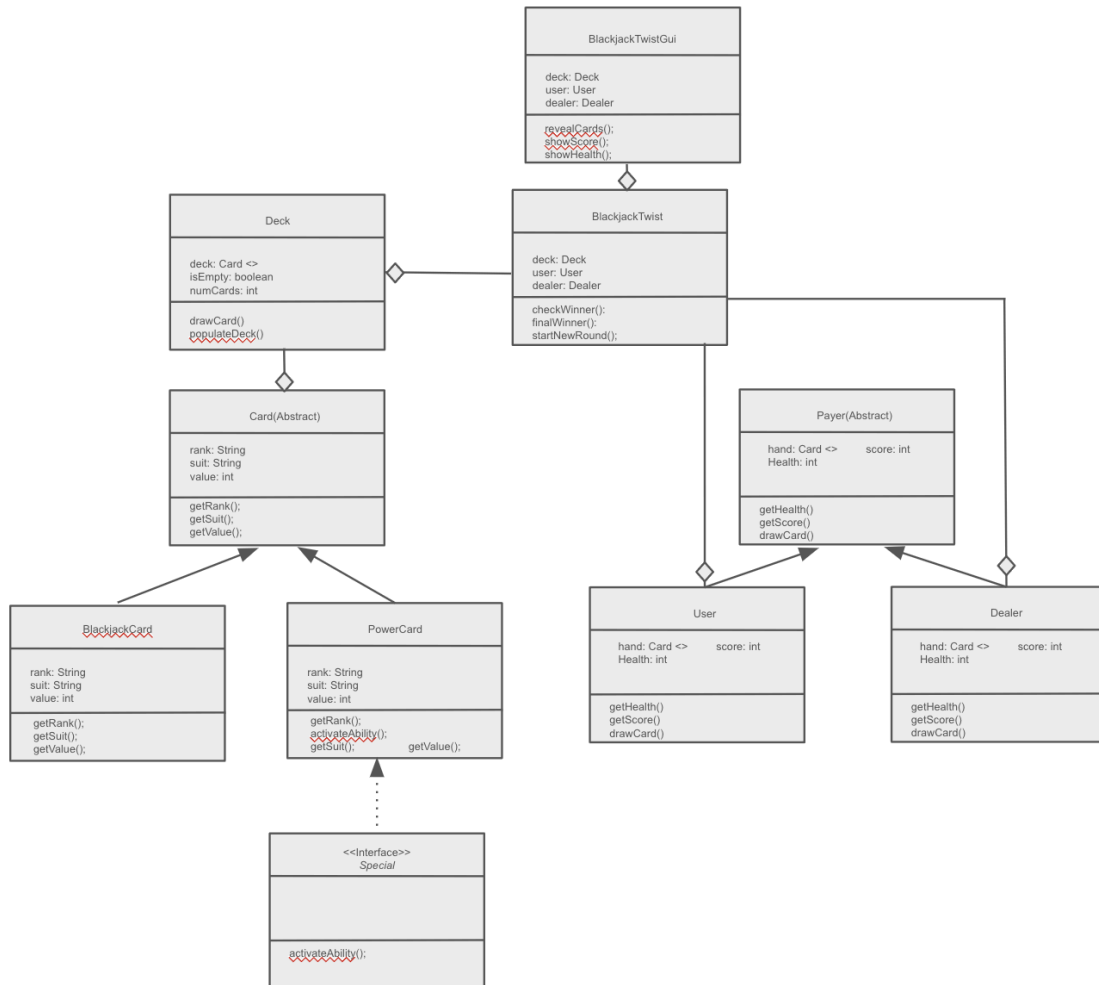
- **Card Dealing:** The player and dealer will each receive two cards at the beginning with the first card in each hand being visible.
- **Hit or Stand:** The player will be given the option to hit (draw a card) or stay (keep their hand).
- **Dealer's Rules:** The dealer must keep choosing hit until they have 17 or more points.
- **Blackjack or Bust:** The game will automatically check for a Blackjack (21 points) or bust (going over 21) and determine the winner.
- **Power Card:** A power card of the winner choice will permanently stay in the winner hand until they use it.



The GUI will have two health bars representing the respective health level of the player and dealer. The Player uses two buttons to indicate whether they want to hit or stay during the game. There are also 3 buttons that pop up when the player wins a round where the player can choose to activate an ability for future rounds.

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### 3. UML Diagram Overview



## UML Breakdown:

### 1. Core Game Classes:

- **Card** class to represent a card in the deck.
- **Deck** class to represent a deck of cards.
- **Player** class (abstract) to represent both the user and the dealer.
- **User** class (inherits Player) to represent the player.
- **Dealer** class (inherits Player) to represent the dealer.
- **BlackjackGame** class to manage the game state (dealing cards, determining winners).
- **BlackjackGUI** class to handle user interaction via the graphical interface.

## CRC Cards:

## Applying CRC Cards

### CRC Card for Card:

#### Responsibilities

- Know the suit
- Know the rank
- Know the value

#### Collaborators

- Deck
- Player
- BlackjackCard
- PowerCard

## Applying CRC Cards

### CRC Card for BlackjackCard:

#### Responsibilities

- Know the suit
- Know the rank
- Know the value

#### Collaborators

- Card

## Applying CRC Cards

### CRC Card for PowerCard:

#### Responsibilities

- Know the suit(category/vague description)
- Know the rank(ability)
- Know the value (0)

#### Collaborators

- Card

## Applying CRC Cards

### CRC Card for Special(Interface):

#### Responsibilities

- Generate ability for power cards

#### Collaborators

- PowerCard

## Applying CRC Cards

### CRC Card for Deck:

#### Responsibilities

- Populate the deck of cards
- Deal a card

#### Collaborators

- Card
- BlackjackTwist

## Applying CRC Cards

### CRC Card for Player(abstract):

#### Responsibilities

- Know when to add card to hand
- Know the total value of hand
- Know the health of the player
- Be able to reveal cards

#### Collaborators

- User
- Dealer
- BlackjackTwist

## Applying CRC Cards

### CRC Card for User:

#### Responsibilities

- Know when to add card to hand
- Know the total value of hand
- Know the health of the player
- Be able to reveal cards

#### Collaborators

- Player
- BlackjackTwist

## Applying CRC Cards

### CRC Card for Dealer:

#### Responsibilities

- Know when to add card to hand
- Know the total value of hand
- Know the health of the Dealer
- Be able to reveal cards

#### Collaborators

- Player
- BlackjackTwist

## Applying CRC Cards

### CRC Card for BlackjackTwist:

#### Responsibilities

- Know the rules of the game
- Deal cards to players
- Determine winner
- Be able to start new game

#### Collaborators

- BlackjackTwistGui
- Deck
- User
- Dealer

## Applying CRC Cards

### CRC Card for BlackJackTwistGui:

#### Responsibilities

- Show the interface of the game
- Have buttons that do certain things
- Display health

#### Collaborators

- BlackJackTwist



## 1. Design Principles of Object-Oriented Programming (LO1)

I will use object-oriented programming principles like, abstraction, and inheritance in the Blackjack game. Additionally, I will create classes for the Card, Deck, Player, and Black Jack game.

## 2. Use Single and Multidimensional Arrays (LO2)

I'll be using array lists for holding the cards in the deck and players' hands. A multidimensional array could be used to hold the game history, such as the player's previous actions.

## 3. Object and Classes, Including Aggregation (LO3)

There will be multiple classes:

- Card (to represent a single playing card)
- Deck (to represent the deck of cards)
- Player (to represent the user and dealer, holding hands and score)
- BlackJackTwist this will contain the rules of the game and make sure it is that each round will follow the specified rules

I will use aggregation where the Deck class contains a collection of Card objects, and a Player object has a collection of Card objects.

## 4. Inheritance and Polymorphism (LO4)

- Player and Card will both be abstract and super class of other classes
- EX: User and Dealer will be subclasses of Player
- EX: BlackjackCard and PowerCard will be a subclass of Card

## 5. Generic Collections and Data Structures (LO5)

I will be using generic collections, such as array lists and stacks, to store cards in the deck and the players' hand.

## 6. Graphical User Interface (LO6)

I will use GUI for buttons, the background, the health bar, and cards in the users' hand

## 7. Exception Handling (LO7)

I'll use exception handling to ensure that the game handles invalid inputs. For example the user enters something other than "hit" or "stand" or somehow gets a blank power card and to manage situations like an empty deck or out-of-bounds issues.

## 8. Text File I/O (LO8)

We'll store game results like player's scores in a text file and read from it to load previous scores when starting the game.

<b>Week 1</b>	<ul style="list-style-type: none"><li>• Write the project proposal.</li><li>• Plan the object-oriented design, starting with CRC cards. Determine classes (with fields and methods) and interfaces and their responsibilities. (The "model" part of MVC.)</li><li>• Create the UML.</li><li>• Begin writing project page.</li></ul>
<b>Week 2</b>	<ul style="list-style-type: none"><li>• Write code for The Card, BlackjackCard, PowerCard, and Deck Class.</li><li>• Develop test cases and test code as it is written and comment on my current code.</li><li>• Update project page with progress details.</li><li>• Submit code written so far.</li></ul>
<b>Week 3</b>	<ul style="list-style-type: none"><li>• Finish writing all my classes except for the Gui.</li><li>• Plan where exception handling is needed to ensure the program fails gracefully.</li><li>• Design the GUI (sketch it out on paper) - include the design in the Weekly update!</li><li>• Update project page with progress details.</li><li>• Submit code written so far.</li></ul>
<b>Week 4</b>	<ul style="list-style-type: none"><li>• Test, test, test, debug, and test some more.</li><li>• Update project page with progress details.</li><li>• Submit code written so far.</li></ul>
<b>Week 5</b>	<ul style="list-style-type: none"><li>• Write code to create a non-functional GUI (the "view" part of MVC).</li><li>• Update project page with progress details.</li><li>• Submit code written so far.</li></ul>

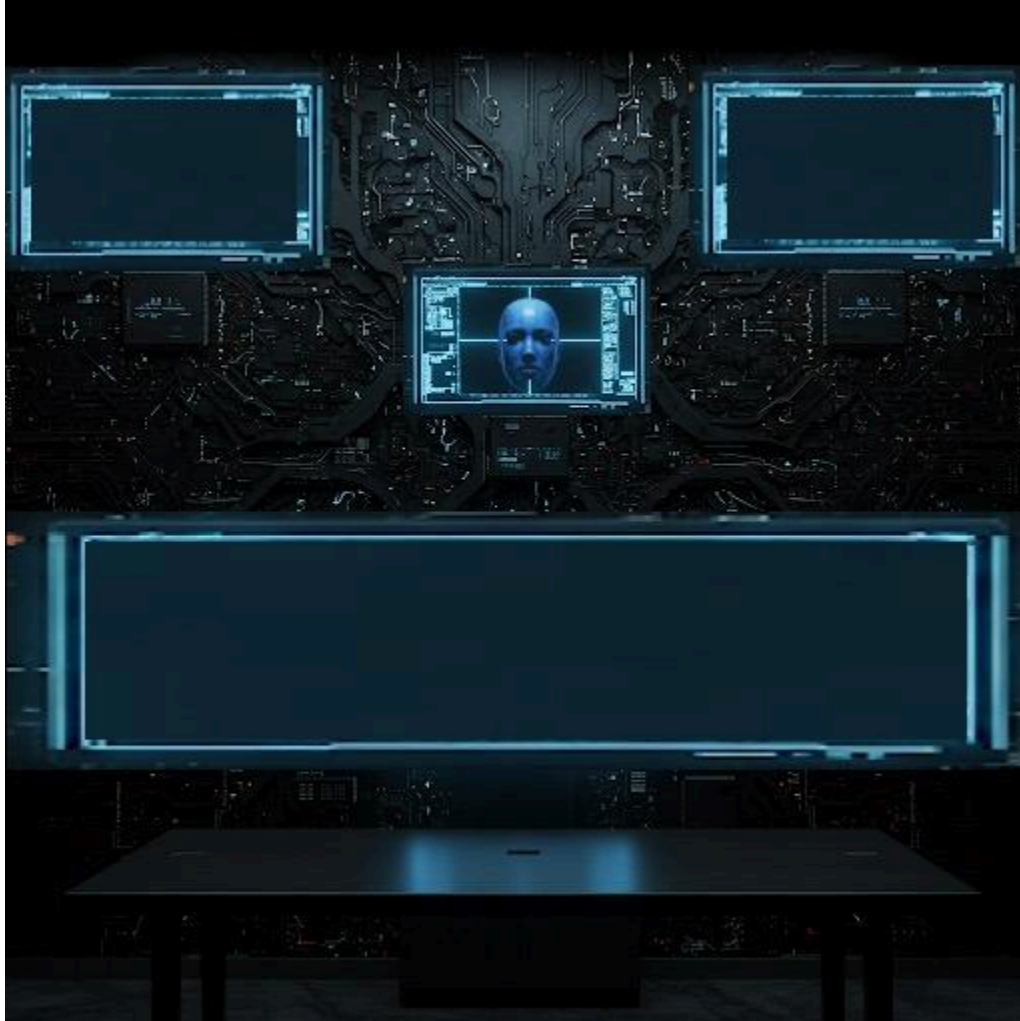
<b>Week 6</b>	<ul style="list-style-type: none"> <li>• Add event handling to make the GUI functional (the "controller" part of MVC).</li> <li>• Update project page with progress details.</li> <li>• Submit code written so far.</li> </ul>
<b>Week 7</b>	<ul style="list-style-type: none"> <li>• Test, test, test, debug, and test some more.</li> <li>• Update project page with progress details.</li> <li>• Submit code written so far.</li> </ul>
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## Github Repository

<https://github.com/GitUser807/Lylecisc191project>

# Week 2: Updates

## Gui Screenshot:



## Week 2 Journal Entry:

Writing code this week has been fun. I have been writing the code for my Card, PowerCard, BlackjackCard, Deck, and Special class. When writing for these classes I had to think about how the cards and deck really worked. All standard playing cards have 3 different categories making all 52 cards in a deck. The three things are the suit, rank, and value. So for my cards I implemented these 3 things as instance variables. Since we have our 3 field variables we need to add a corresponding setter and getter methods for these field variables. After writing that I had to think about how I wanted to implement my power card. I want my power card to not add to the players score so I decided for it to have a value of 0. Before the user selects the category

of ability they want. The suit and rank will be Special and None respectively. After the ability is generated the suit and rank hold the category type of the ability and the ability description respectively. After writing for all of these classes I put a little bit more thought into how I want the game to be. This resulted in making some changes to the game.

#### 1st Change

- The player will be given the option to hit (draw a card) or stay (keep their hand). The player can draw a maximum of 12 cards. This prevents the user from drawing an absurd amount of cards because by these rules they can theoretically have an infinite amount of cards in their hand. This will also be implemented to discourage the user from holding on to a lot of power cards since they are carried over from round to round.

#### 2nd Change

- The dealer must keep choosing hit until they have 17 or more points. The dealer also wins ties to compensate for the fact that they don't get power cards.

#### 3rd Change

- 21 is the best score you can get and you can keep drawing cards even if you bust(not recommended).

#### 4th Change

- The Gui layout will look something like this now:



## Week 2 Update Project Presentation: Blackjack With a Twist Game

### Week 2: Updated Project Proposal

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The game will include the following main features:

- **Card Dealing:** The player and dealer will each receive two cards at the beginning with the first card in each hand being visible.
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- **Dealer's Rules:** The dealer must keep choosing hit until they have 17 or more points. The dealer also wins ties to compensate for the fact that they don't get power cards.
- **Blackjack or Bust:** 21 is the best score you can get and you can keep drawing cards even if you bust(not recommended).
- **Power Card:** A power card of the winner choice will permanently stay in the winner hand until they use it.

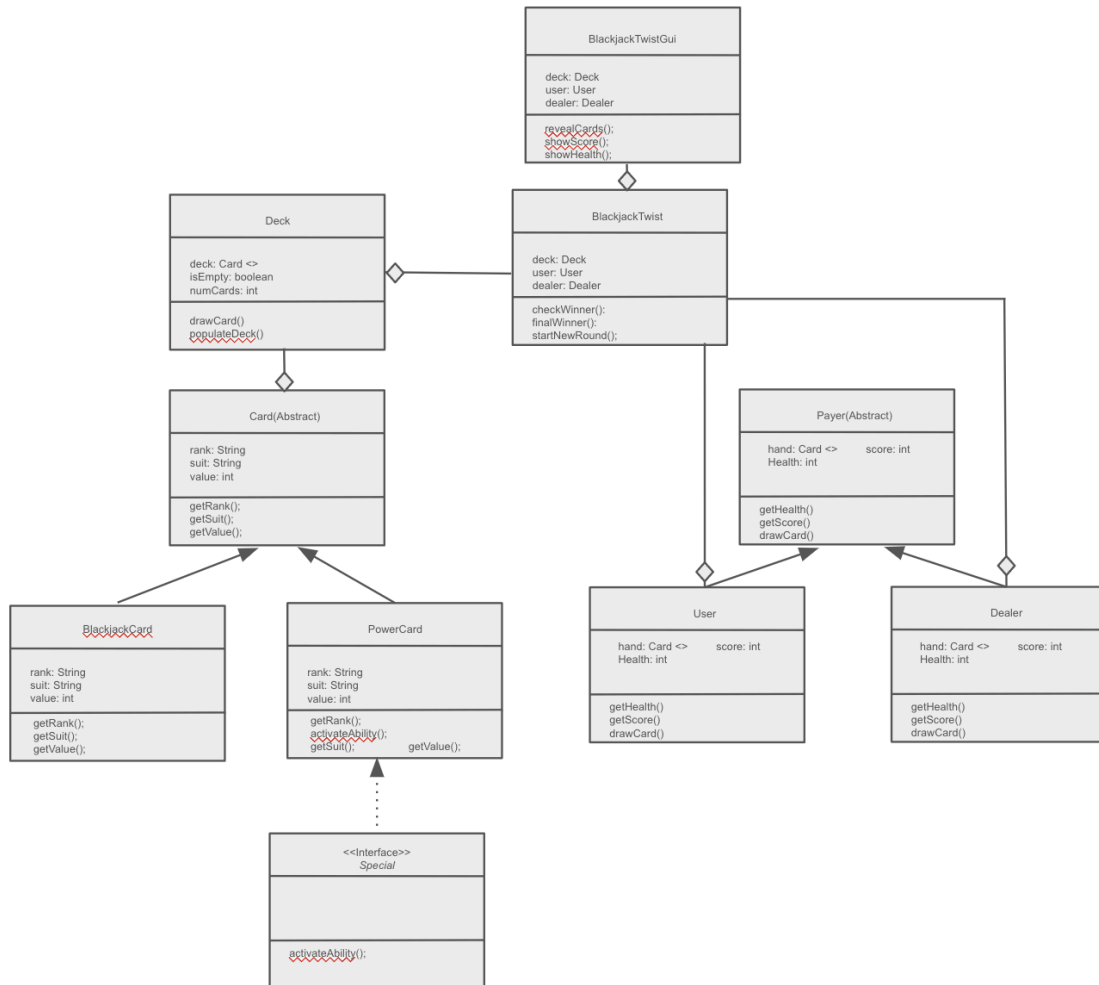


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#### Collaborators

- Deck
- Player
- BlackjackCard
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## Applying CRC Cards

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- Know the value (0)

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- Card
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## Applying CRC Cards

### CRC Card for Player(abstract):

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- Know the health of the player
- Be able to reveal cards

#### Collaborators

- User
- Dealer
- BlackjackTwist

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### CRC Card for User:

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- Know the health of the player
- Be able to reveal cards

#### Collaborators

- Player
- BlackjackTwist

## Applying CRC Cards

### CRC Card for Dealer:

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- Know the total value of hand
- Know the health of the Dealer
- Be able to reveal cards

#### Collaborators

- Player
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## Applying CRC Cards

### CRC Card for BlackjackTwist:

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