Precode Notes

Deck 52 cards

Suit 4 (diamonds, spades, hearts, clovers)

Cards 13 (2,3,4,5,6,7,8,9,10, J10, Q10, K10, A1 or 11)

# cards are that value, face cards 10, ace 1 or 11

Suit doesn’t impact game play, maybe leave it out until styling

Give user option to hit or stand

Tell them when they bust

Maybe make uml diagram

Class ideas: card deck, suit, numbers, main blackjack game

To think about

What language to use; java or javascript

What do you do when you run out of cards in the list

How could you shuffle cards in list

How to check value of ace if 1 or 11 and keep track of card values based on faces

What to do with used cards

How to keep a card “face down”

Check the totals, compare for higher that’s still under 21

First run, taking user input keep it simple, ask would you like another card y/n?

How to know/decide what moves a dealer would make

After game structure is set up, if time allows maybe work on:

UI

Betting

Splitting

Multiplayer

Keep track of wins/loses?