

Title : **Lucky 9**

Description : **Lucky 9 is a captivating card game designed for 1 to 3 players, with the dealer orchestrating the gameplay as the representative of the house. In this game, players compete against the dealer to obtain a hand with the highest value, ideally close to 9. The game employs a standard deck of cards, excluding the jokers.**

Features :

**Register and Login:** The user or player may choose to register or login before playing.

**Tutorial:** A “*How to Play*” option can be seen at the menu or the first frame of the game.

**Switching Frame:** A user can switch from different Frames to another by clicking a “*Back*” button.

**Player Count and Betting:** The user may choose on how many players can play together within the same round. At the start of the round the user will be asked how much they would like to bet to play the game, furthermore a user can continue to bet in each round as long as they still have a balance.

### **Game Mechanics:**

***Initial Hand:*** Both the players and the dealer receive two cards. (*dealer's one card is revealed in the table*)

***Card Sum Calculation:*** Calculate the sum of the two cards. If the sum is exactly 9, it is a “*natural*.” If the initial sum is less than 9, the player may choose to “*Hirit*” for an additional card to improve their hand, or “*Goods na*” to reveal their card. If the player draws a 10, the value is considered 0.

**Winning Conditions:** If the player has a "natural" (sum of 9) and the dealer does not, the player wins. If both the player and the dealer have a "natural," it is a tie. If neither has a "natural," the winner is the one with the highest total value (not exceeding 9). If the total exceeds 9 but is still higher than the dealer's hand, the player wins.

**Manage information** – The register and login method are static, which means the information entered are not stored on a database. Same goes for the bets, it will reset every time a new game is launched.

## Screenshots: (screenshots of all the listed features per frame)



