The main feature of my project is the JS blackjack framework, which allows the website user to play a simple game of Blackjack versus an AI dealer. This is located on the “blackjack.html” page, and is the bulk of the content on the website. The framework tracks the cards held by the dealer and player, gives the player cues to take appropriate actions, and automatically checks game states to determine whether the dealer or player is the winner. Without this, I wouldn’t have a project or a user experience.

The second main feature of the project is the animations and transitions used to enhance the gameplay. While the easiest way to implement the game would for cards to flip instantly and teleport from one place to another (as this would require less work), I wanted to add 3-D flip and movement animations to make the game more immersive and fun to play. By doing so, I hope to improve the user experience so users can find more enjoyment in the game.