

Project Specification



TwentyOne

Resource Description

Ressource	Description	Relationship
player	User of the application	has many game-sessions
game-session	Instance of a Blackjack game	has many cards, many moves, one game-result and one player
move	Represents a player's action	belongs to game-session
card	Model of a dealt Card	belongs to game-session
game-result	Result of game-session	belongs to game-session

User Stories

User Story 1 – Static page

As an interested visitor, I want to read the rules of Blackjack and how the app works, so that I can understand the game before I start playing.

Affected Resources:

none

Planned Implementation:

Homepage with a static explanation of game rules, visual illustrations, and a start button.

User Story 2 – View Game Status (GET)

Story:

As a player, I want to view the current state of the game, so that I can see my cards, the dealer's visible card, and my total.

Affected Resources:

`game-session`, `card`

Planned Implementation:

GET `/game-sessions/{id}` → Displays the current hand (player and dealer), totals, and game phase.

User Story 3 – View Game Result (GET with Relationship)

Story:

As a player, I want to see the game result after a game session ended, so that I know the outcome of a session.

Affected Resources:

`game-result`, `game-session`

Planned Implementation:

GET `/game-sessions/{id}/game-results?outcome={win/loss/push}` → Displays outcome of a game session with given outcome.

User Story 4 – Player Profile

Story:

As a player, I want to manage my profile, so that I can create, view, update, or delete my account.

Affected Resources:

`player`, `game-session`, `game-result`

Planned Implementation:

- GET `/players/{id}` → View player details
- GET `/players/{id}/game-session` → View all game-sessions (with game-result) of a player
- POST `/players` → Create a new player profile
- PUT `/players/{id}` → Update player details
- DELETE `/players/{id}` → Delete player profile

User Story 6 – Game Session

Story:

As a player, I want to control my game session, so that I can start a new game, monitor its progress, make changes if needed, or end it when I'm done.

Affected Resources:

game-session, card

Planned Implementation:

- GET /game-sessions/{id} → Displays the current hand (player and dealer), totals, and game phase (User Story 2).
- POST /game-sessions → Start a new game session
- PUT /game-sessions/{id} → Modify game-session details (e.g., change activity state)
- DELETE /game-sessions/{id} → End the game session and clear state

User Story 5 – Moves**Story:**

As a player, I want to view, create, modify, or delete moves during a game session, so that I can play blackjack.

Affected Resources:

move, game-session

Planned Implementation:

- GET /game-sessions/{id}/moves → View all moves of a game-session
- POST /game-sessions/{id}/moves → Create a new move for a game-session (e.g., "hit", "stand")
- PUT /moves/{id} → Update an existing move before it's resolved (timer)
- DELETE /moves/{id} → Remove a move (e.g., invalid or misclick) before it's resolved (timer)