

# Project Specification



## TwentyOne

### Resource Description

Ressource	Description	Relationship
GameSession	Instance of a Blackjack game	has many Cards and one GameResult
Move	Represents a player's action	belongs to GameSession
Card	Model of a dealt Card	belongs to GameSession
GameResult	Result of GameSession	belongs to GameSession

### 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:**

`gameSession`, `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:**

`gameResult`, `gameSession`

**Planned Implementation:**

GET `/game-sessions/{id}/game-results` → Displays outcome of a game session.

## User Story 4 – Start a New Game (POST)

**Story:**

As a player, I want to start a new game, so that I can play a fresh round of Blackjack.

**Affected Resources:**

`gameSession`, `card`

**Planned Implementation:**

POST `/game-sessions` → Initializes game session, deals first two face up cards to the player and one face up and face down card to the dealer.

## User Story 5 – Make a Move (PUT)

**Story:**

As a player, I want to hit or stand during the game, so that I can progress based on my decisions.

**Affected Resources:**

`move`, `gameSession`

**Planned Implementation:**

PUT `/game-sessions/{id}/move` → Sends "hit" or "stand" action, updates game state accordingly.

**User Story 6 – End Game (DELETE)**

**Story:**

As a player, I want to end the current game session, so that I can reset the game and start over if needed.

**Affected Resources:**

`gameSession`

**Planned Implementation:**

DELETE `/game-sessions/{id}` → Terminates current session and clears state.