

Final Project Proposal
Ye Olde Casino

Our project is an interactive casino, one where the user can choose from a wide variety of casino games. A person will be able to spend money to play various casino games, such as Blackjack, Poker, Roulette, Keno, Craps, and Baccarat. Many of the games will have a brief description of their rules and how to win the game. Depending on their skill or luck, they can lose or gain money, based on the game and how the player can win at the game they play. There are several game types included in the casino. Some are card based that require the player to deal with a deck of cards while they play. Other games will not and instead rely on other means to play the game, such as the slot machine and Roulette. The player can switch between the games after winning or losing them, and can choose to withdraw their earnings between each game to leave the casino with their current amount of money. Of course, the money isn't just going to go to waste once the player is done making big bank in ***Ye Olde Casino....*** No of course not. Instead, once the player is satisfied with their winnings, they may visit ***Ye Olde Shoppe*** in which they may cash in their chips and cash in exchange for exclusive digital trinkets and prizes.

Since several of the casino games included in ***Ye Olde Casino*** include cards, we are going to create a class that to represent a real deck of cards that can be applied to every game. Since each game has different requirements for what the starting hands are, there will also be an abstract "hand" class that will be altered by each game so that the starting hand is tailored specifically to each game. Also what will be included is the usage of the Player's hand, and well as the presence of the Dealer's hand, if the game asks for it. Depending on the game, the hand will be altered for each to fit the criteria of the rules, and cards can be stored in both the dealer's hand and the player's hand. Both hands are classified under a greater class of Hand, which we can then modify based on the game, and both player and the dealer(if necessary) will inherit and use.