# OOP-Teamwork-Assignment-March-2013

**Documentation**

## Project name: “Casino Game”

## Team name: "Maggie Simpson"

1. Team members:

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## Project purpose.

The main idea of our project is to create game console which can handle one and more games.   
For the present it is created only one game, called “BlackJack”. It is a card game and the rules of the game are as follows:

* There are two players – **human player** and **dealer player**(computer player). The human compete against the computer.
* The game is played with one deck of 52 cards.
* The object of the game is to reach 21 points or to reach a score higher than the dealer without exceeding 21.
* At the beginning of each round, the human player places his bet in the "betting box". He can bet money or item. The initial sum of money at the beginning of the game is 1000 units. He also can buy any items in items store at any time and use it as wager. The human player is dealt an initial two card hand. The dealer has only one card. Face cards (Kings, Queens and Jacks) are counted as ten points. The player and dealer can count his own ace as 1-point or 11 points. All other cards are counted as the numeric value shown on the card. After receiving his initial two cards, player must choose whether to "hit" (take a card), "stand" (end his turn) or "surrender" (give up the whole bet and retire from the game). In a given round, the player or the dealer wins by having a score of 21 or by having the highest score that is less than 21. Scoring higher than 21 (called "**busting**" or "going bust") results in a loss. A player may win by having any final score less than 21 if the dealer busts. If the player and dealer have the same point total, this is called a "push" and the player typically does not win or lose money on that hand. After the player finished playing, the dealer's hand is resolved by drawing cards. The dealer stop drawing cards to himself if his score is higher than 12 and higher than the player’ score. If the dealer’s hand busts the player wins. If the dealer achieves a value higher than the players score the players loses. The dealer never hits, bets, stands nor surrenders. In the case of a tied score, known as "push", bet is normally returned without adjustment. Win is paid out at 1:1.
* **Player wins when**
  + His score is higher than the dealer’s but not higher than 21;
  + The dealer’s hand bust (is higher than 21).
* **Player loses when**
  + His score is lower than the dealer’s;
  + His hand bust (is higher than 21);
  + He does reaches negative or null balance.
* **Tied score**
  + When player and dealer have equal score higher than 12

## Class diagram

## TFS Repository

url: **http://consolecasino.codeplex.com/**