

Milestone 2

1. What information does the front end need from the back end to display the current state of game play to the user?
 - a. To display the current state of gameplay to the user, the front end needs the following information from the back end:
 - i. **phase:** Denotes the current phase of play, whether it's "betting," "turn," or "dealer."
 - ii. **dealerHand:** Cards in the dealer's hand, represented as either "facedown" or a card value (2, 3, ..., 9, ace, jack...).
 - iii. **playerBalance:** An array of each player's balance.
 - iv. **playerBets:** An array of each player's bet. It can be set to "notDef" if the betting phase hasn't ended yet.
 - v. **playerHand:** Cards in each player's hand. It can be set to "notDef" if the turn phase hasn't started yet.
 - vi. **currentPlayer:** The index of the current player's turn. Leave it at -1 if it isn't the turn phase.

2. How is that information represented in the JSON object returned in a response from the /api/poll endpoint?

- a. (server to player)

```
{
  "phase": "turn",
  "dealerHand": "faceDown, 7",
  "playerBalance": [
    "1000",
    "1000",
    "1000"
  ],
  "playerBets": [
    "500",
    "220",
    "100"
  ],
  "playerHand": [
    "ace, 7",
    "jack, 3",
    "ace, 10"
  ]
}
```

```
],  
  "currentPlayer": "1"  
}
```

3. Under what conditions can the user perform an action? What kinds of actions can the user perform?

- a. The user can perform an action based on the following conditions:
 - i. **phase**: Indicates whether the action is during the “turn” or “betting” phase.
 - ii. **playerIndex**: Index of the player sending the play. This identifies which player is performing the action.
 - iii. **bet**: The amount of the bet provided by the player. Relevant during the “betting” phase.
 - iv. **action**: Specifies the player’s action, which can be either “stand” or “hit.” If the player is not able to take their turn, the action can be set to “notDef.”

4. How is each action represented in the JSON object sent in a request to the /api/play endpoint?

- a. (player to server)

```
{  
  "phase": "turn",  
  "playerIndex": "1",  
  "bet": "200",  
  "action": "hit"  
}
```