**Project Statement（Team 5）**

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**Guidelines (Game)**

**1. Describe the game -if the game currently exists mention that.**

A simplified version of Blackjack, a popular casino card game.

**2. How many players?**

1 to 4

**3. How to play (how players take turns)**

*Card value:*

⑴. 2, 3, 4, 5, 6, 7, 8, 9: Calculate the score according to the actual size of the card.

⑵. 10, J, Q, K: 10 points are used as the calculation points.

⑶. A: There are two scoring methods: 11 and 1.

*Game instructions*:

Blackjack has players and a dealer. At the start of the game, the players and dealer receive two cards each. The cards dealt to the player are face up, while the dealer has one face down and the other face up. Once the initial cards are dealt, the game continues with each player taking action clockwise. The player can either keep their hand (stand) or take more cards from the deck (hit). This is done one by one until either the player decides that the hand is strong enough to beat the dealer, or until it goes over 21 resulting in an automatic loss (bust). Once all of the players have finished their turns, the dealer will turn over the hidden card. If the dealer has a perfect 21, no actions will be taken. Otherwise, the dealer will hit if the total value is below 17. If the dealer goes bust, all players remaining win. Otherwise, players with higher point totals than the dealer win.

**4. How to maintain score**

tally how many wins each player and the dealer get in the game.

We build a database to keep track of user scores and build a list of their scores.

**5. How winning is determined**

Comparing the points of the player and the dealer, if the dealer wins, the player gets no points; if the player is greater than the dealer, the player wins and gets 1 point.