

Poker Idea:

- Blackjack 21 without the double down or split rules for simplicity.
- The game is won when you take all the dealer's chips at his table and you lose when you lose all of yours. I think this adds a bit more spice rather than having it so you must reach a certain amount of money.

Dilemma 1: How do I provide information like each player's card value and how much you've bet without over-populating the table on screen and not just having the table be the whole screen.

Solution: My idea is to theme the game as you are playing against a psychic who holds his cards in the air and displays your options and his card value as visual illusions he's cast into the air.

Dilemma 2: Should I have a fixed or adjustable betting system? I fear that letting the players adjust how much they bet could be too much for the small space I'm given and overpopulate the screen.

Solution: My idea to overcome this is to continue with the psychick theme i've decided to run with. By making it so that you bet individual stacks of chips each representing years of your life. The psychic has stolen half your remaining years of your life and you are betting the half you have to try and win it back. I think I will divide these into 8 stack each the psychic and you each having 4.

Dilemma 3: Will betting be helpful. I've decided to remove betting for the sake of keeping things simple after some play tests from people who have never played the game the question of their value for the sake of new players is being questioned.

Solution: Plain and simple i've taken the suggestions into account and removed the betting.

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