

Object-Oriented Project Part 1

Team: Nolawee Mengist

Shawn Polson

Theerarun Tubnonghee (Steve)

Jose Escobar

Title: Blackjack!

Description: A replication of the Blackjack card game that a user will play against a computer dealer and computer players. A user can choose how much to place the bets on the normal, and bonus bets.

Actors: Game players, everyday people

Functionality:

- Players can play Blackjack
 - *(Rules to play Blackjack)*
<https://wizardofodds.com/games/blackjack/basics/#toc-Rules>
 - Optionally display rules of Blackjack
 - Players can start a game
 - Dealer can deal cards
 - Players have chips to bet
 - Players can place bets
 - Players can play against computers
 - Players can choose how many computers to face
 - Players can ask to deal more cards if prefer
 - Players can win if they get "21"
 - Players can win if the Dealer gets more than 21 after deal more card
 - Players can lose if the Dealer is closer to 21
 - Players can lose if they get more than 21 after deal more card
 - If the deck is running out, the dealer shuffle a new deck before starting a new game.
 - If Players are out of chips, game over.
- Cards games can be played at the command line (initially)
- Card games can be played graphically (ultimately)
- Players can start a new game after game over.

[OPTIONAL] Stretch Functionality:

- Implement more card games (like Texas Hold 'Em)

Link to instructions: <https://sites.google.com/a/colorado.edu/csci-4448/proj>