***Requirement Specification for my Application- Blackjack***

My aim for my Project was to build a Blackjack game that the user plays against the dealer while betting to try and win money.

My idea was to have a user enter a user name, a balance and the amount they want to bet each hand. These are the attributes that will be used to make the player object. They will then launch into the game window where there will be dealt a hand of 2 cards and they can see 1 of the dealers cards. They will have a choice of to hit- dealt a new card or stick- the dealer plays out his cards to try and beat you. You cannot stick on 16 or lower and if you go over 21 you are bust and lose the bet.

The game window will display the card image so that when a card is dealt it has a path to the image associated with it which will be displayed positioned absolutely on the window. It will also show the players balance and amount which the balance will update after every hand. The users name will also be placed beside their cards to show who’s cards are the users and whose cards are the dealers.

I have a cards class which creates the cards with a suit value (hearts, clubs, diamonds, and spades) and a value (ace to King). It also has a number value (jack, king queen = 10) and it also had a getter and setter for a path to the image in the resources file using the card suit and value. I renamed the cards in the resource file to accompany this. So when I returned a path it included ….SpadesKing…etc.

I created a deck class that in the constructor had a loop which created 52 card objects in a deck array. It also has a shuffle method which swaps cards around randomly so there’s no way knowing next card and no 2 shuffles will be alike.

I also have a start page which you can start a new game or load a previous game by submitting a username which searches for a previous username and if found loads in the balance.