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Blackjack

Our proposal is a web game of blackjack. It will adhere to the same rules as the blackjack card game.

In addition, we will be implementing a scoreboard. This scoreboard will contain statistics on Username, Wins, Losses, Win-Lose Percentage, & Points Won/Lost.

By default, users will not be logged in and their statistics will not show up on the scoreboard. However, when they are logged in their information will be tied to the account they create, and it will show up on the scoreboard.

A user will be able to “buy in” (not real money) for 100 points. They can then bet on these points. The max bet amount will be 100 points.

For higher complexity, we will think about automatically creating a temporary account in the database when a user plays the game. The temporary account will be deleted when the user’s browser session ends. When the user logs in or creates an account, we will think about merging the statistics of the temporary account to the new account. Because this functionality is higher complexity, we will only begin working on it when the rest of the game is completed.

We plan to make this application with a React frontend, Java backend, & a Mongo database, using Github for version control.

Here is a mockup of our proposed project:

