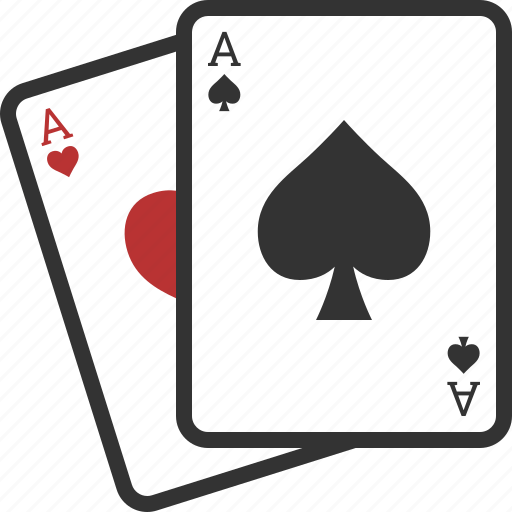
**Eric Stock Casino Blackjack**

**CP1935: Systems Analysis**



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Contents

[Executive Summary 2](#_Toc89162797)

[System Request 3](#_Toc89162798)

[Requirements Definition 4](#_Toc89162799)

[Functional Requirements 4](#_Toc89162800)

[Controls 4](#_Toc89162801)

[Gameplay 4](#_Toc89162802)

[Game User Interface (GUI) 4](#_Toc89162803)

[Monetization 4](#_Toc89162804)

[Non-Functional Requirements 4](#_Toc89162805)

[Cultural & Political 4](#_Toc89162806)

[Operational 4](#_Toc89162807)

[Performance 4](#_Toc89162808)

[Securiity 4](#_Toc89162809)

[Functional Models 5](#_Toc89162810)

[Use Case Diagram 5](#_Toc89162811)

[Activity Diagram 5](#_Toc89162812)

[Structural Models 6](#_Toc89162813)

[CRC Cards 6](#_Toc89162814)

[Class Diagram 6](#_Toc89162815)

[Behavioral Models 7](#_Toc89162816)

[Sequence Diagram 7](#_Toc89162817)

[Behavioral State Machine 7](#_Toc89162818)

# Executive Summary

# System Request

**Project:** Blackjack program

**Client:** Eric Stock

**Project Sponsor:** The project sponsor is Eric Stock

**Business Need**

The client wishes to have a prototype blackjack game created.

**Business Value**

The client is considering adding a web interface around the game and releasing it to help advertise their casino.

**Special Issues or Constraints**

The following issues need to be considered: system needs to be finished by December 10th, 2021.

# Requirements Definition

## Functional Requirements

### Controls

All commands are typed due to the program being a text based program.

* Type “Play” to start the game.
* Type “Check balance” to check your balance.
* Type “Add funds” to add funds to the game.
* Type “Exit” to stop playing the game.
* Enter 1-5 for number of players.
* Type your bet amount.
* Type “Hit” to draw another card.
* Type “Stand” to stop drawing cards.

### Gameplay

* Each player attempts to beat the dealer by drawing cards until they are close to 21 or at 21 without going over.
* The game uses a standard deck of 52 cards.
* The cards with numbers on them are equal to the numbers on them.
* The ace is worth 1 or 11
* Face cards are worth 10.
* Before the deal begins, each player places their bets with the min being $5 and the max being $1000.
* The cards will be able to be shuffled.
* The dealer will have unlimited money.
* The dealer’s winnings and losses will be stored into an external file.

## Non-Functional Requirements

### Cultural & Political

* The primary focus of the game is to have fun by trying to win against the dealer.

### Operational

* The game will require Windows 7 or higher.
* The game will require a minimum of 2 GB of ram.
* The game will open with the command window.
* The game will require python to be installed to run.

### Performance

* The game will run without crashing.

### Securiity

* No security requirements are anticipated.

# Functional Models

## Use Case Diagram

## Activity Diagram

# Structural Models

## CRC Cards

## Class Diagram

# Behavioral Models

## Sequence Diagram

## Behavioral State Machine