

# **BLACKJACK (PROJECT 1)**

**CSC-5 (40652)**

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# Introduction

Game: Blackjack

This is the classic card game: Blackjack. One of my favorite games in Vegas and I am a guilty and regularly gambling with the game when I play.

## **Goal of the game:**

Get dealt cards and up the totals and get as close to 21 as you can without going over. If you don't get 21, you must get have a higher number than the dealer has.

## **Rules of the game:**

You start off with being dealt two cards. Dealer gets two cards as well (one face up and one faced down). You then choose to stay with your two cards or (hit) to get a third card, you can keep hitting as long as you don't go over 21. After player decides to pass, dealer shows faced down card.

Dealer must keep hitting until they reach at least 21. If dealer goes over 21(busts), or has a smaller card number than you they win. If (you) the player goes over 21 or has less card count than the dealer, dealer wins.

## **Goal of Program**

Welcome player and ask for their name. Player receives welcome screen along with a choice of starting a hand or quitting the game. Should player choose to play, they will be dealt two cards at random followed by being ask if they want to hit or stay.

## **Summary and problems**

Project size: about 120

Number of variables: 15

I tackled this project in a very complicated way. Took me a while to realize I wasn't going to be able to finish the game without the use of arrays and functions, I struggled tremendously and I hope I can fix it for project 2. I will probably end up scrapping a big part of this code to start from semi scratch. I took your advice from our online meeting, but it was too late for me to implement it into my code. It made a lot of sense the way you explained it though. I am not satisfied at all with this project and will really study up on arrays and functions. I feel that would make the game a lot easier.