Reflection Document: Samantha Williams

I found this project to be challenging as object-oriented code was a tough subject for me to get the hang of even in the homework. I can see how it can be useful and requires you to really think about the problem and what you are trying to accomplish.

Instructions about how we should go about testing and using your project:

It's a straightforward Blackjack game where you can play until you run out of chips. The goal is to reach a value of 21 or as close to it as possible for every hand to beat the dealer. The dealer is called Veronica after the person who taught me how to play this game as an 8-year-old kid to help me with my math skills. Values are automatically calculated for each card added to a hand. You can Hit for additional cards or Stick to stay with the cards that you have. If the dealer has a less than 17 as a total value of cards, she will automatically take additional cards until she reaches 17 or goes over that value. The game will then calculate who the winner is and check for Blackjack which pays double.

If I had more time:

I was able to complete 4 classes (Card, Deck, Hand and Chips) but still think I could have made a Player/Dealer Class and a game class. I also would have liked to create an ASCII print out of the cards instead of the current print out. I would do away with the score if I was able to achieve this. I would have also created a function to check for Blackjack before asking player to hit. This is the way traditional Blackjack is played but I set up my game the way I played it as a kid.

Challenges and Solutions:

I really had to sit down and think about how each object related to the others and break it down into smaller chunks. I found myself making tiny errors when I would create a class only to scrap it and forget to reset it. Another challenge was updating the chips between games. When I realized I just needed to move it up in the line to keep the score outside of the game play – I could have cried and named my first-born kid "chips". I did find a bit of non-python way to check for Blackjack using if/elif/else statements that definitely could have been written way more elegantly, but time was a constraint and I was sticking with the motto "Code is never done, it just runs."

Conclusion:

I can see the value of a project like this as I learned a lot about my coding process, and where I am weakest in my skill set. I found this program to be thrilling when it works and confounding when it didn't run according to plan. I hope you enjoy my simple game of blackjack.