syst 17796 Deliverable 1

Desgin Document for Blackjack card game

# Overview

## Blackjack - How to Play

Our Goal for this project is to create the game of blackjack as accurate and as fun as possible. Our goal of our game is to simulate what it would be like to play blackjack at a casino. Our final version of the game will have the ability to bet and win just like the real game of blackjack. Here is a link to the rules and as well as how to play blackjack.

The game will be written in java with no plans on making a GUI and make it a text-based game of blackjack. The current state of our code is pretty much at its bare bones right with only being able to generate and shuffle the of cards and deal the players hand.

## Project Scope

Describe the names and roles of each team member. Describe the technical scope of the project by talking about the interface and how you will know when the project is complete.

1. Luigi Agostino will be focusing on the documentation of the project as well as coding.
2. Spencer Gagnier will be the lead programmer of this project and will be the final say to changes made by him or other people in the group.
3. Naol Denko will be head of the design and layout of the project all design changes will be passed through him before being finalized.

Our project will be complete when we can make the user bet on his hand see whether he wins or losses and payout or take away from the pool of money the player has.

## High-Level Requirements

1. Ability to shuffle and deal a hand to the house and the player.
2. Have a pot that can be won by the player
3. Have the player be able to bet on the hand he has
4. Can play again if the player choses too

## Implementation Plan

**GITHUD URL:** [**https://github.com/Squigie16/BlackJack**](https://github.com/Squigie16/BlackJack)

Each member must at least make 2 changes a week to the code. And every class discuss the issues or development of the project. All UML, and text files will be with Luigi Agostino on his USB in a project folder. We will be using the IDK NetBeans.