Group 11: Online Blackjack Casino
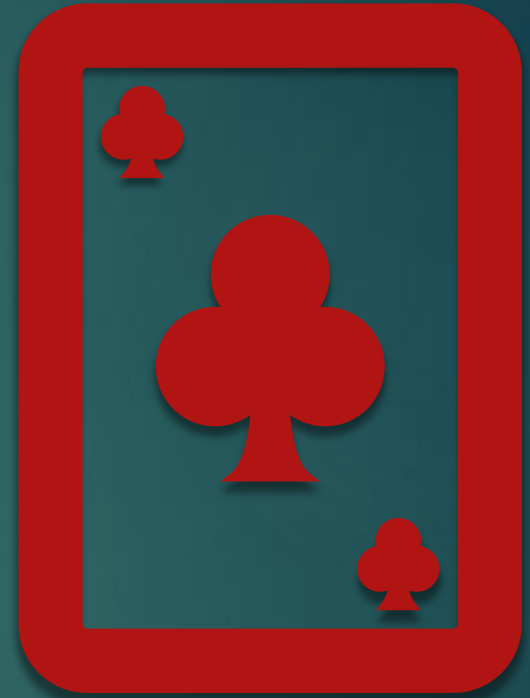
GROUP MEMBERS:

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Our Motivations

Creating a fun an interactive experience that is easy to learn

Practicing playing blackjack without any monetary risk

Offering both frontend and backend development for our team to work on

Objectives

▶ Replicate a real, casino-like gaming experience

▶ Apply all traditional blackjack rules

▶ Create a smooth-running web application

▶ Create a simple, user-friendly UI

Architectural Design

Frontend: Displays UI, Sends Player Actions, and Receives Game Updates

Backend: Processes Game Logic, Handles Player/Game Actions, and Manages Database

Database: Stores player and game information

Video Demonstration

https://dominoesrealgambling.netlify.app/

Project Outcomes

▶ Achieved the basic blackjack mechanics and a casino-like gaming experience

▶ Avoided the need for applying monetary risk to users by creating a fake gaming currency and bank

▶ Created a responsive UI using existing frontend developing tools

Future Goals/Improvements

▶ Future ideas to implement would include sound effects and background music, as well as a multiplayer mode

▶ We would also eventually aim for our web application to be able to handle higher user traffic and be functional across different devices

Conclusion

▶ Our blackjack project displays a full-stack web application with immediate interactions, dynamic game logic, and an accessible UI

▶ This project helped us to apply key principles learned throughout the semester, like modular design and iterative development

▶ While there are still future improvements to be made, the core gameplay is functional and provides a strong foundation for those changes to be added

▶ This project helped us develop both our technical skills and our ability to work through design challenges as a team.