Austin Raffelock 6/3/20

Final project- Requirements

Requirement #1

What: The need to create and shuffle Decks

Where: The Table for dealing

When: At the start of a new game

Why: So that the deck is ready for the game to start

Assumptions:

* There are 6 decks being used
* No jokers will be in the decks
* The dealer is not cheating (i.e. extra cards don’t exist)

Exclusions:

* Extra cards
* Jokers

Requirement #2

What: (Changed) Dealing to the Player and the Dealer

Where: The Table for dealing

When: When all players have arrived

Why: So that everyone will have the cards for the game to start

Assumptions:

* There are only two players, Other people will not be playing the game
* No new players will join
* People will get same number of cards

Exclusions:

* Extra cards
* Jokers

Requirement #3

What: If the player has 21 or more, they are auto held

Where: The Table for dealing

When: During game play

Why: So that people with the highest value can’t accidently bust, and people who have busted are removed from play

Assumptions:

* Dealer will hit under a value of 17
* Aces count as 1 or 11

Exclusions:

* Extra cards
* Jokers

Requirement #4

What: Compare the Player against the dealer

Where: The Dealing table

When: At the end of the round

Why: To determine a win or loss

Assumptions:

* Whoever has higher value wins
* Over 21 is bust
* If one person has spade Ace and Jack auto win
* Next highest pair is club Ace and Jack
* Third is just black pair
* After is Red pair

Exclusions:

* Extra cards
* Jokers

Summary

What: Software that simulates the game of blackjack with 6 decks and 2 people

Where: The Dealing Table

When: A full game of blackjack

Why: To either play the game blackjack or simulate the experience for practice purposes

Assumptions:

* Only 2 people will be playing
* A minimum of $10 to enter the game
* Aces are 1 or 11
* Dealer hits under 17
* No new players join mid game
* With each win for a player they will have a point added to a win counter
* 10 max wins
* With each win the level of prize they can get goes up

Exclusions:

* Extra cards that would result in cheating
* Jokers in the deck