

Group Project

Card Games Brainstorm:

- ~~— Spit~~
- ~~— Trash~~
- Blackjack

Blackjack:

- Possible A.I. implementation for dealers, other players etc.
- Wildcard element, the joker etc.
- Call to image generation API to display pop up of the wild card
- List of possible positive/negative effects to player of new rules online
- several rules a player can choose from
- Multiplayer Modes: Allow 2–4 players to compete against the dealer or against each other. Add a "high score" system to track wins across multiple rounds.
- Side Bets or betting in general
- Themed Decks: Use custom card designs or themes (e.g., space, fantasy, or retro) to make the game visually appealing even in a console-based environment.
- have a menu when the program starts
- Time Pressure: Add a timer for player decisions to increase excitement and challenge.
- Player Stats: Track and display player statistics (e.g., wins, losses, total money won/lost) across multiple sessions.
- Help System: Include an in-game help menu that explains rules, strategies, and special features.
- Sound Effects: Use simple console-based sound effects (e.g., beeps for card deals or wins) to enhance immersion.
- Leaderboard: Implement a leaderboard to track top players based on their performance.
- log in, log out for users

UI:

- html, css, javascript?
- maybe some animation

Identity

Project Name: Blackjack 2.0

Logo: tbd

Slogan/motto: The Boys Are Jack In Town

Members

Kate O'Reilly

North

ISTJ Logistician

Github: kaoreill

Personal strength: Calm under pressure

Personal area of growth: Not getting distracted by passing whimsy

Fun fact: I can open champagne with a sword because I am sabrage certified :)



Finn Farrell

West

ENFJ Protagonist

Github: fifarrel

Personal strength: An inability to stop thinking.

Personal area of growth: Inner peace.

Identifying sentence : If i were to compete in a running race against a shark, obviously id win. However the shark would beat me in swimming. So in a triathlon it comes down to who's the better cyclist.



riahi haroun

south

INFJ the Advocate

Github: harounriahi

Personal strength: Passion for achieving ambitious goals.

Personal area of growth: Asking for help when needed

Personal fun fact: I'm trilingual



Hanna Szalai

East

ISTJ Logistician

Github: hannaszalai

Personal strength: Can figure out public transportation in any country

Personal area of growth: Stress management, not starting to study 2 weeks before a final exam

Fun Fact : Travelled to 23 countries



David Jiménez

South-East

Github: dave21212121

ENTP Debater

Personal strength: rapid learner.

Personal area of growth: awareness of time management.

Fun fact: personal record of 36 seconds solving a rubik's cube.



Project Definition

Blackjack But Better!

Its taking an already very popular and well enjoyed and established game and giving it a fresh perspective

Young Adults (Ages 18-34): This age group is often interested in trendy, contemporary games with a sense of fun, energy, and humor. The informal, playful title and reference to "the boys" suggest a more relaxed, social gaming experience, appealing to younger players.

Casual Gamers: The reference to Blackjack suggests the game may be a simple, easy-to-learn casino game with quick gameplay that can attract casual players who enjoy card games or gambling mechanics without requiring extensive commitment.

Team Building Activity

As our team building activity we decided to meet after class and play some card games. We played a variety of games all originating from different parts of the world, which were suggested by members of the team. We played Spoons, Cheat, Hungarian Card and Pablo. This was a fun way of everyone getting to know each other a bit better while also familiarising ourselves with the dynamics that exist within card games.