

Requirements:

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- | 1 | Allows the user to connect to a server using an IP address | functional | Tester will enter a hostname, IP address, and port. Then, the tester will press the Connect button | The GUI becomes a blackjack table | TBD |
- | 2 | The client is able to connect to the server within ten seconds | non-functional | see input for(1) | The blackjack table GUI is displayed within ten seconds | TBD |
- | 3 | The server allows up to 5 players, before stopping new players from joining | functional | see input for(1) | If there are less than 5 players, you can successfully connect to the server, else error message saying the server is full | TBD |
- | 4 | After player 1 presses the start button, the server distributes 2 cards to every player and the dealer | functional | Client presses "Start Game" JButton | Cards are dealt to every Gambler | TBD |
- | 5 | JButtons allow the users to bet, hit, stand, & double down | functional | Clients press any of the aforementioned JButtons | The server reads the action and executes the respective method | TBD |
- | 6 | GUI should show all hand values except for 1 of the dealer's cards until everyone has played | functional | see input for(4,5) | Players can see all hand values except for one of the dealer's until the players finish playing | TBD |
- | 7 | Each player starts with \$250 to bet | functional | see input(4) | Each player has a total of \$250 shown above the "Bet" JButton | TBD |
- | 8 | Minimum bet is \$25 | functional | see input for(5) | When the bet button is pressed, any amount under \$25 will result in an error message saying "Minimum bet is \$25". If 25 or more is bet then the bet goes through | TBD |
- | 9 | Dealer must hit until 17+ | functional | getHandValue() | If the hand value is less than 17 the dealer must hit, if it is 17 or higher, the dealer must stand | TBD |
- | 10 | If a gambler's hand value is over 21 it is a bust | functional | getHandValue(), sendBet() | If the player's hand value is over 21, set hand value to 0 & returnBet() returns 0. If the dealer's hand value is over 21, set hand value to 0 | TBD |
- | 11 | Compare hand values after the dealer finishes playing | functional | getHandValue(), sendBet() | If a player's hand value is higher than the dealer's, returnBet() returns 2 * sendBet(), else returnBet() returns 0 if the dealer's hand value is higher than the player's, else returnBet() returns sendBet() if the dealer and player have the same hand value | TBD |
- | 12 | Check for Blackjack (gambler gets 21 on first 2 cards) | functional | getHandValue(), sendBet() | If players hand value = 21 with first 2 dealt cards and dealer's does not, returnBet() returns 2.5 * sendBet(), else returnBet() returns sendBet() | TBD |