M.T Pockets Blackjack

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Requirement Specification

https://github.com/TravisMSlattery/BlackJack.git

For my project I make a blackjack game where there a dealer/CPU and a player who can hit stick or double there bet.

* If either player or dealer exceed 21, they go bust.
* If the player or dealer has an Ace, it can be either counted as a 11 or 1 depending if they have gone above 21.
* The dealer first card is hidden until the player has finished their hand
* If the player gets dealt 21 and the dealer has less than 21 the player wins 1.5 times their bet.
* If the player doubles the double their amount bet but they are only intitled to get one card.
* Dealer sticks on 17 or above

I modelled my game on a real casino and followed the rules that blackjack is played future development will allow the player to split if they hold a pair and basic strategy to tell the user to hit stick split or double. Here is the test code model

https://github.com/TravisMSlattery/BlackJackProjectTestCode.git

I have listed link below to the projects on git and YouTube videos that I used in my project especially when it came to GUI components, I used absolute positioning as it was much easier for me to understand. The biggest flaw in this plan is that my BlackJackGUI Class is huge and not entirely object oriented in this regard I feel the project is poorly designed. As for the look and feel I am very happy over all and the game play is quite good

<https://github.com/nickwu241/blackjack-java.git>

<https://www.youtube.com/watch?v=buGFs1aQgaY>

<https://www.youtube.com/watch?v=hJ3OGZ8cIRI>

<https://github.com/dubielt1/BlackJack-GUI-java-swing-/blob/master/BlackJack.java>

<https://introcs.cs.princeton.edu/java/36inheritance/BlackJack.java.html>

<https://stackoverflow.com/questions/21717917/java-blackjack-swing-gui-imageicon>