

## DESIGNING THE GAME

Design the game elements; this will include:

An area for the dealer - this will hold the dealer's cards and card total

A player area that will hold the player's cards and card total

An information panel to display messages about the game's status e.g. which player won a round

A panel to house the controls for the game, the controls being:

- the Hit button
- the Deal button
- the Stand button

A panel to keep track of the player's balance, as well as a bet input field to place a bet and a bet button.