

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.