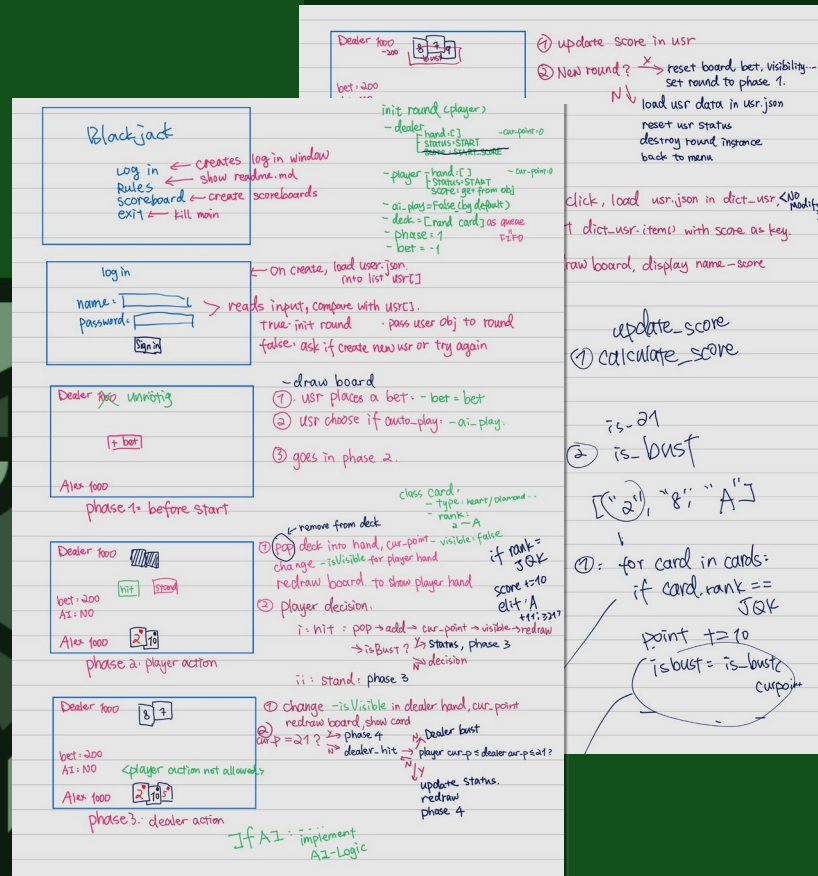


# POV: You have a wonderful team.

## How it started:



## How it's going:

```
<cards.Card object at 0x000001AFE612E030>,
<cards.Card object at 0x000001AFE612D8B0>,
<cards.Card object at 0x000001AFE612D9D0>,
<cards.Card object at 0x000001AFE612DBB0>,
<cards.Card object at 0x000001AFE612D7F0>,
<cards.Card object at 0x000001AFE612E4B0>],
'phase': 0,
'player': <player.Player object at 0x000001AFE60BCAD0>}
>>> game.add_bet()
>>> game.add_bet()
>>> game.add_bet()
>>> game.add_bet()
>>> game.add_bet()
>>> game.add_bet()
>>> game.add_bet()
>>> game.add_bet()
>>> game.add_bet()
ur broke
>>> game.place_bet()
dummy [('10', 'Spades'), ('2', 'Clubs')]
2
Dealer [('Q', 'Clubs'), ('7', 'Clubs')]
2
>>> game.add_on_click()
dummy [('10', 'Spades'), ('2', 'Clubs'), ('4', 'Clubs')]
3
16
>>> game.add_on_click()
end game, player: 26LOST. Dealer: 17WIN
```



## Frontend:

- main menu
- login page
- game table
- place bet
- score board

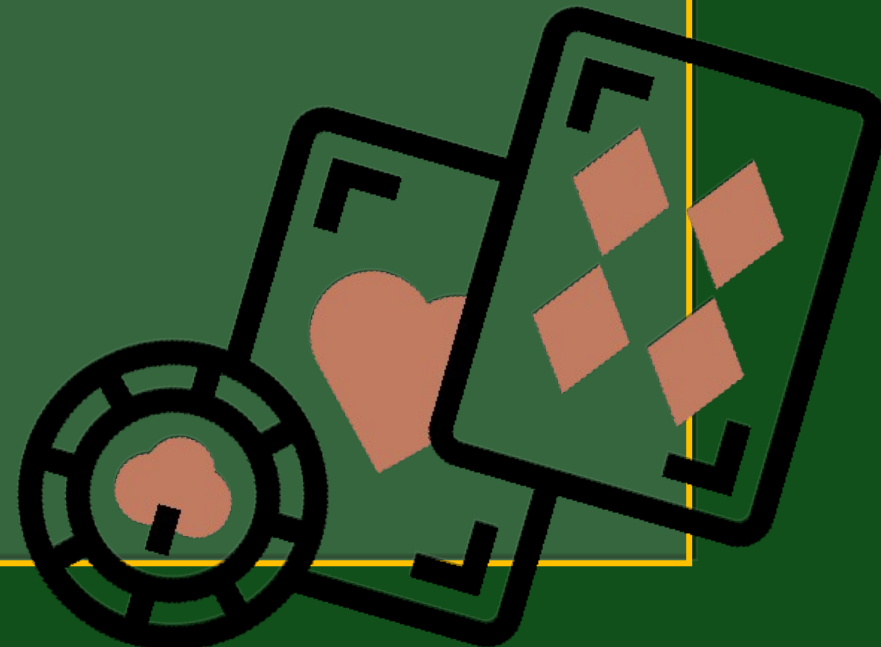
## Backend:

- Game logic
- Player & Dealer
- User Management
- User database

**Let's play a round!**

# TODO:

- Beautiful frontend
- Integration
- Brutally test it until it broke...
- Deliver Bug-free project
- README.md



# ..and it will look like this(hopefully):

username

manfred

password

\*\*\*\*\*

Sign in

Creates a new account, if the username is not y  
taken.

Place your bet!

100 \$

- 100 \$

+ 100 \$

Lock in

Usermanfred

Balance900

**Presented by:**

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