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# A Team Has No Name

Final Project

12/3/18

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## Members

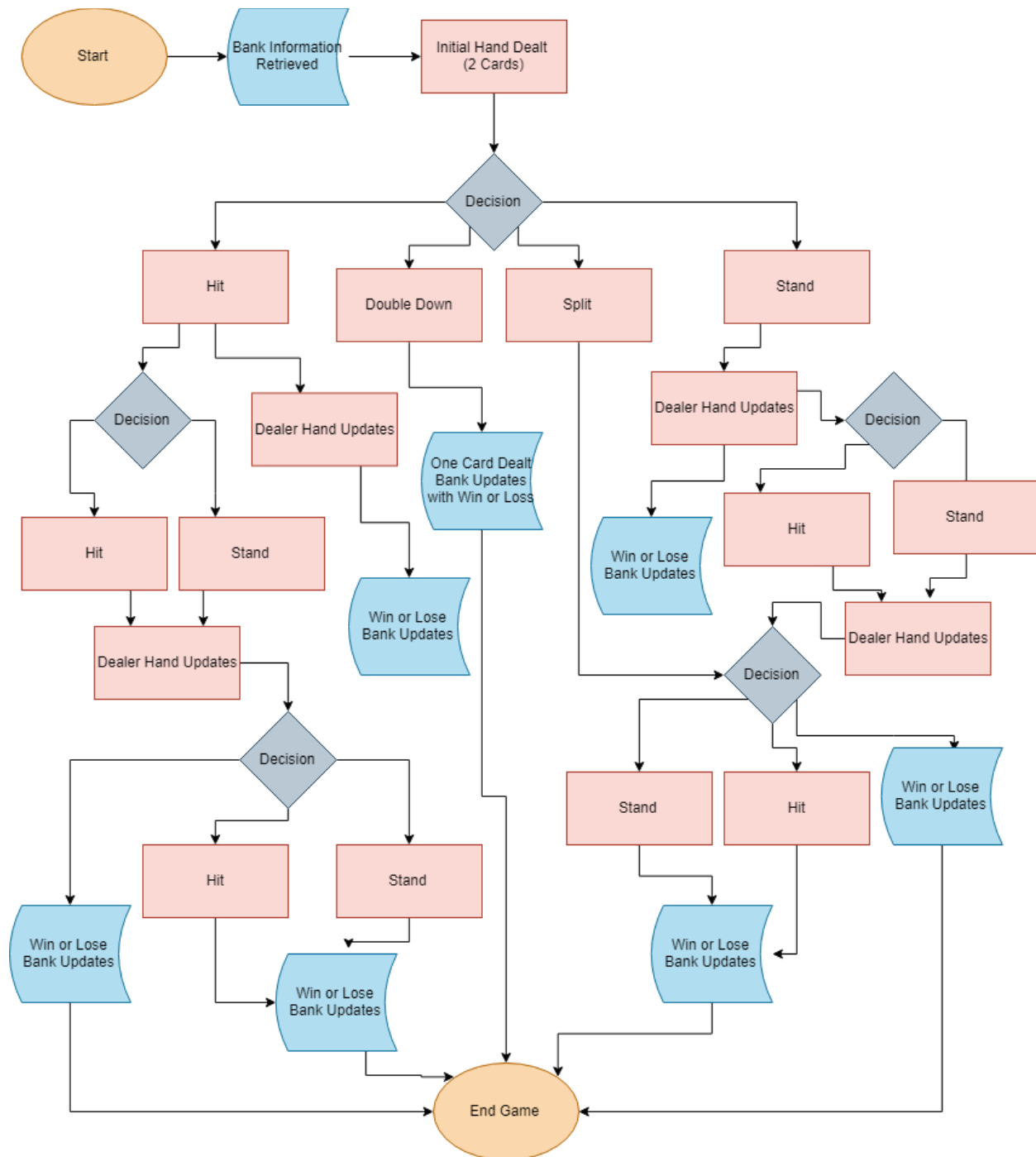
Madelynn Cook - Design & Diagrams

Yasmine Smith - Design & Coding

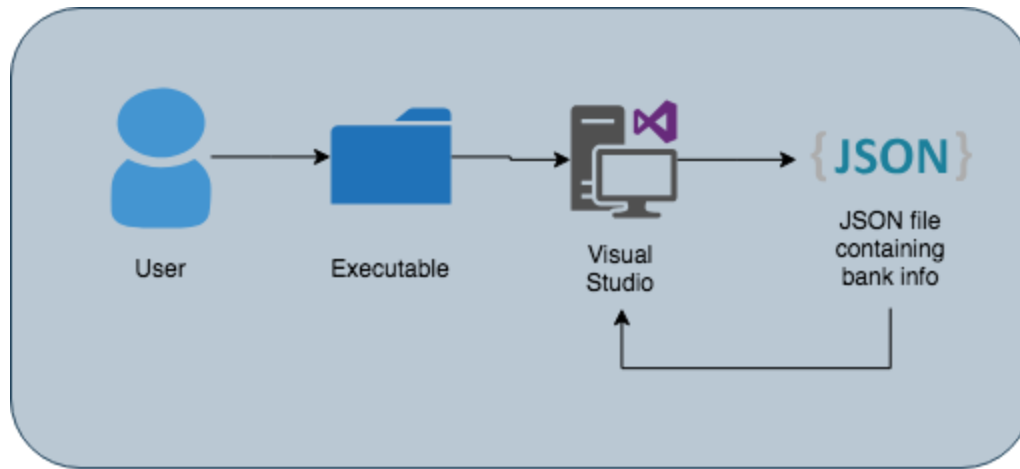
Jonathan Taylor - Coding

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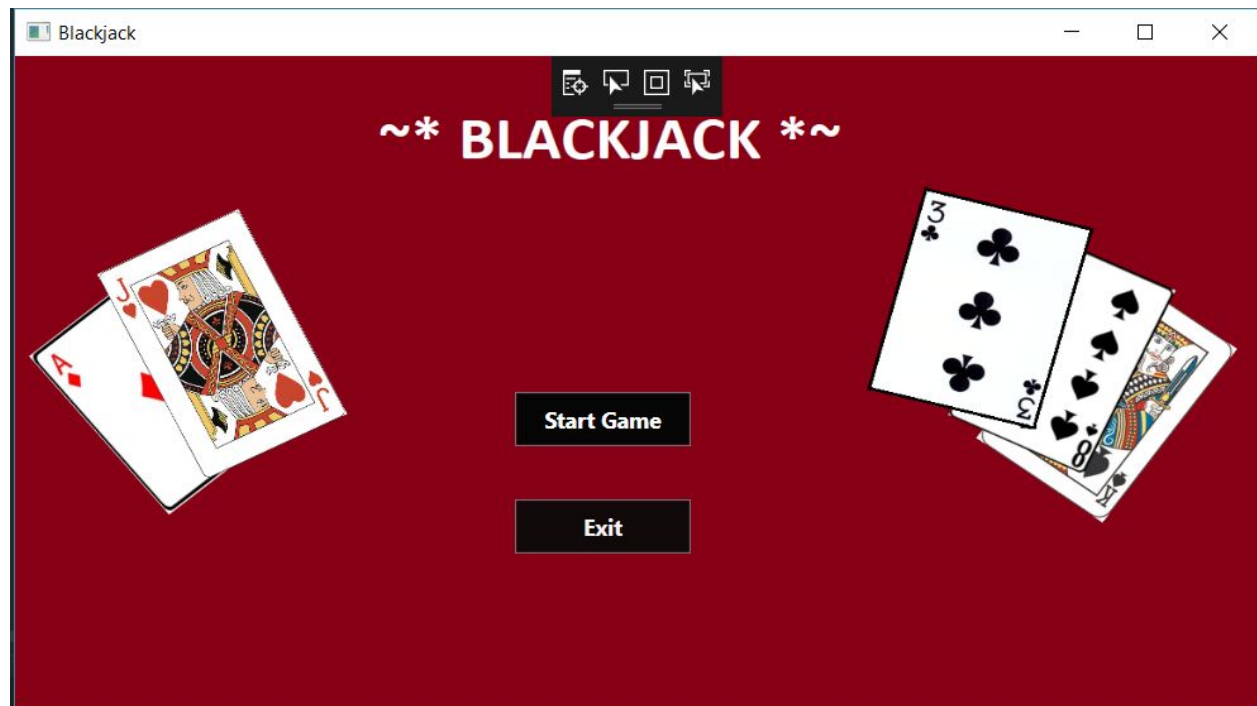
## Workflow Diagram



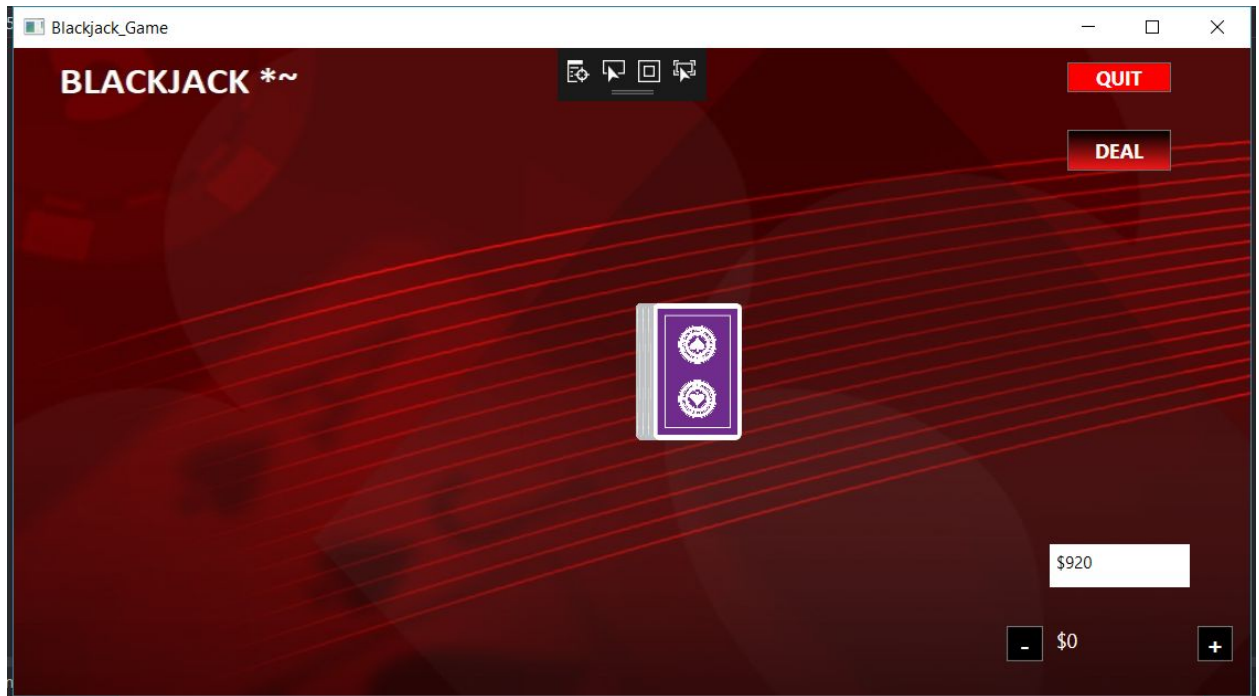
## Architecture Diagram



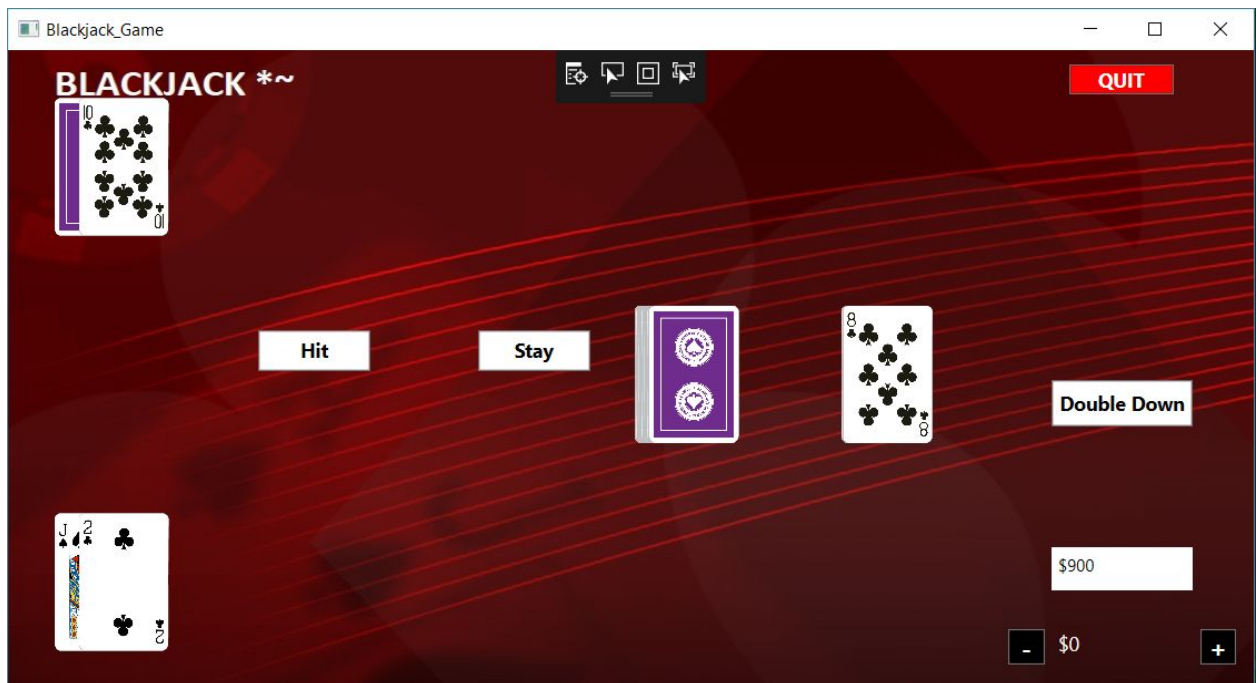
## Screenshots



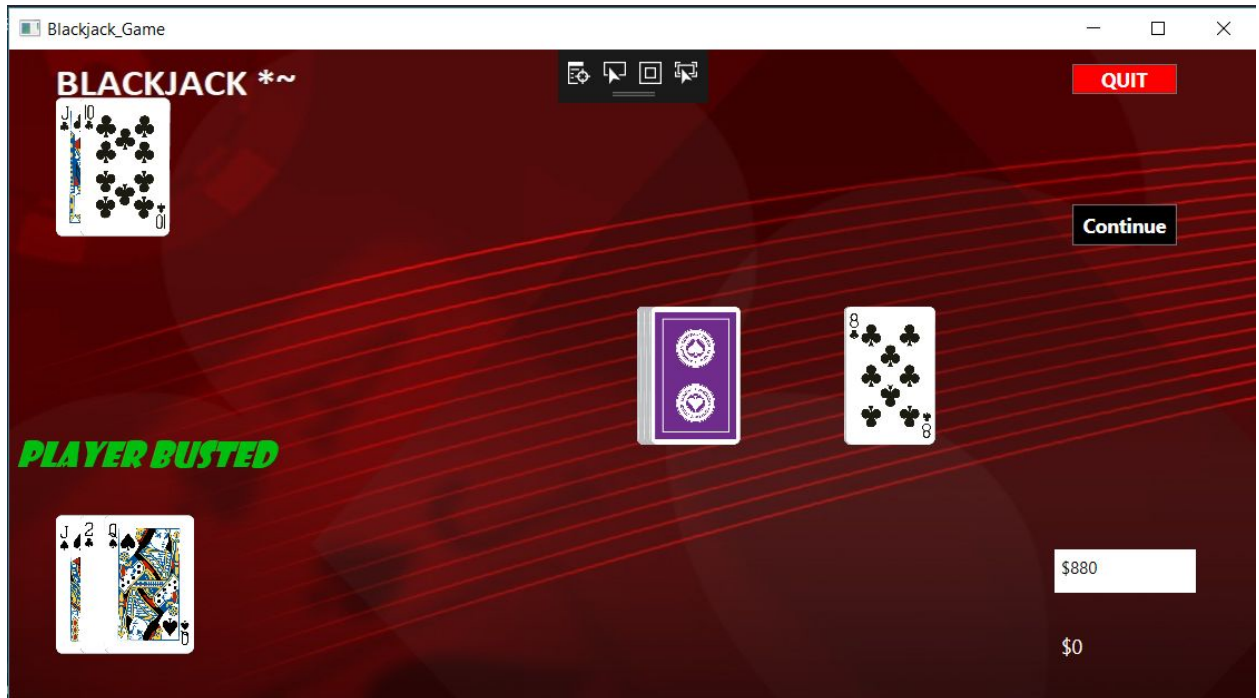
- Start screen



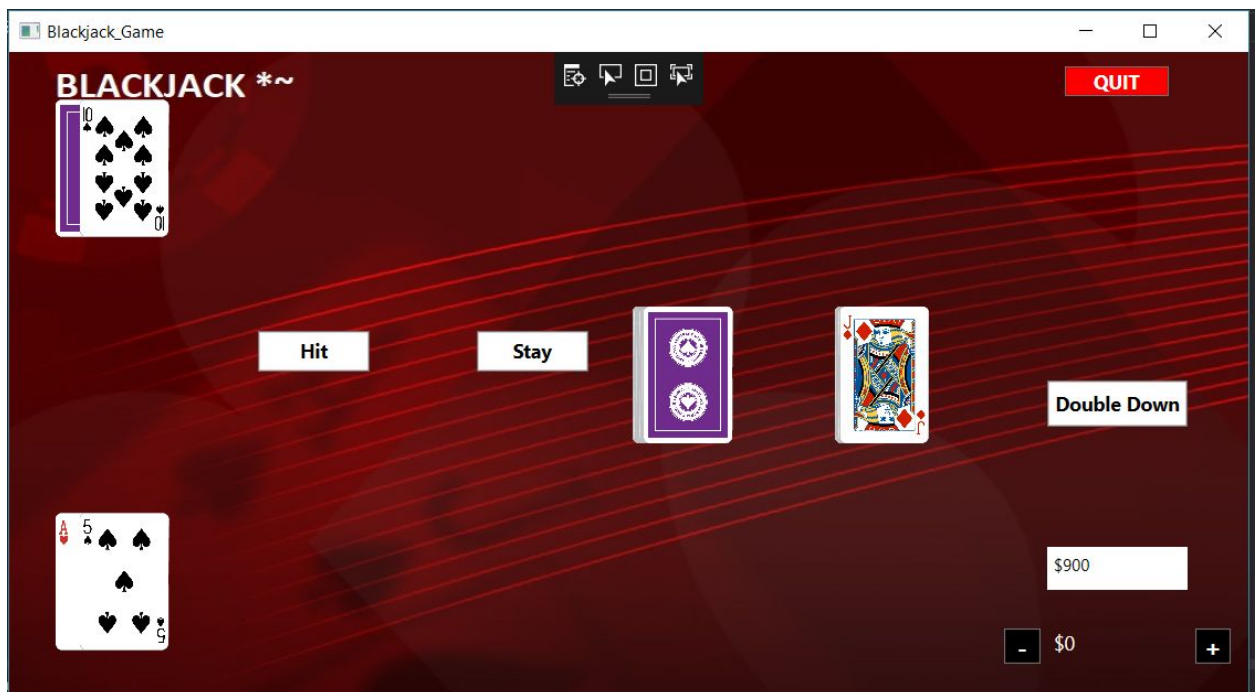
- Initial Game opening, player can deal or quit



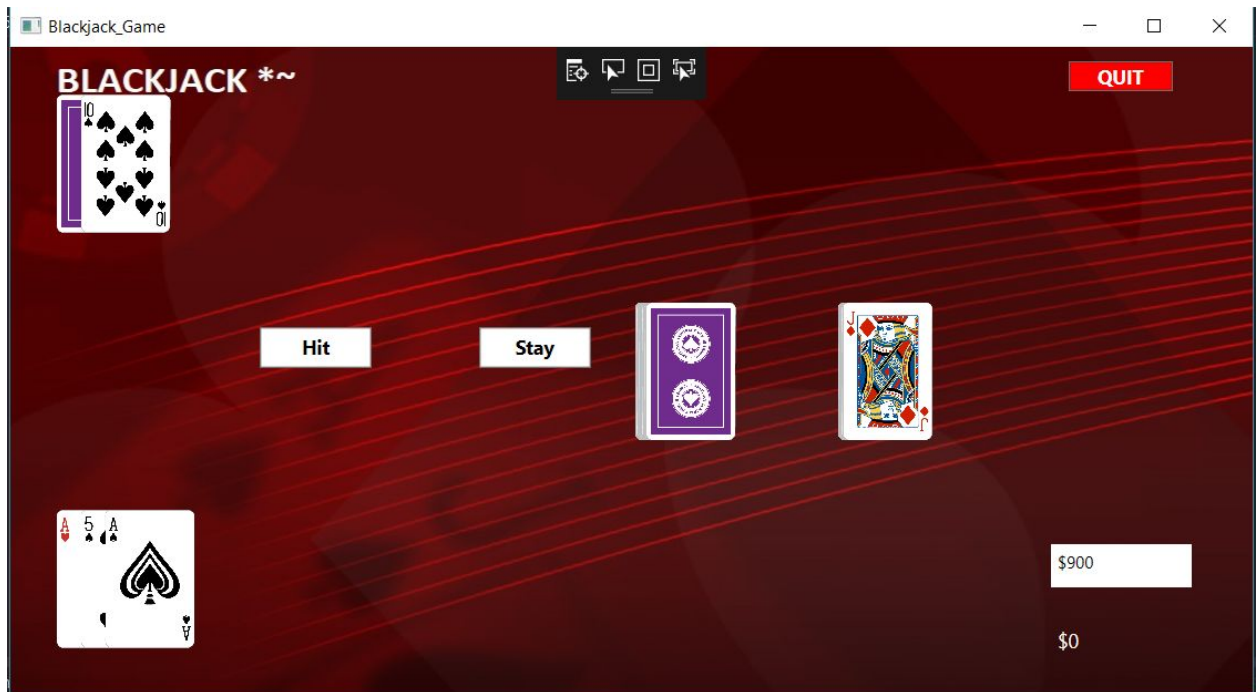
- First hand, player can hit, stand, split, or double down



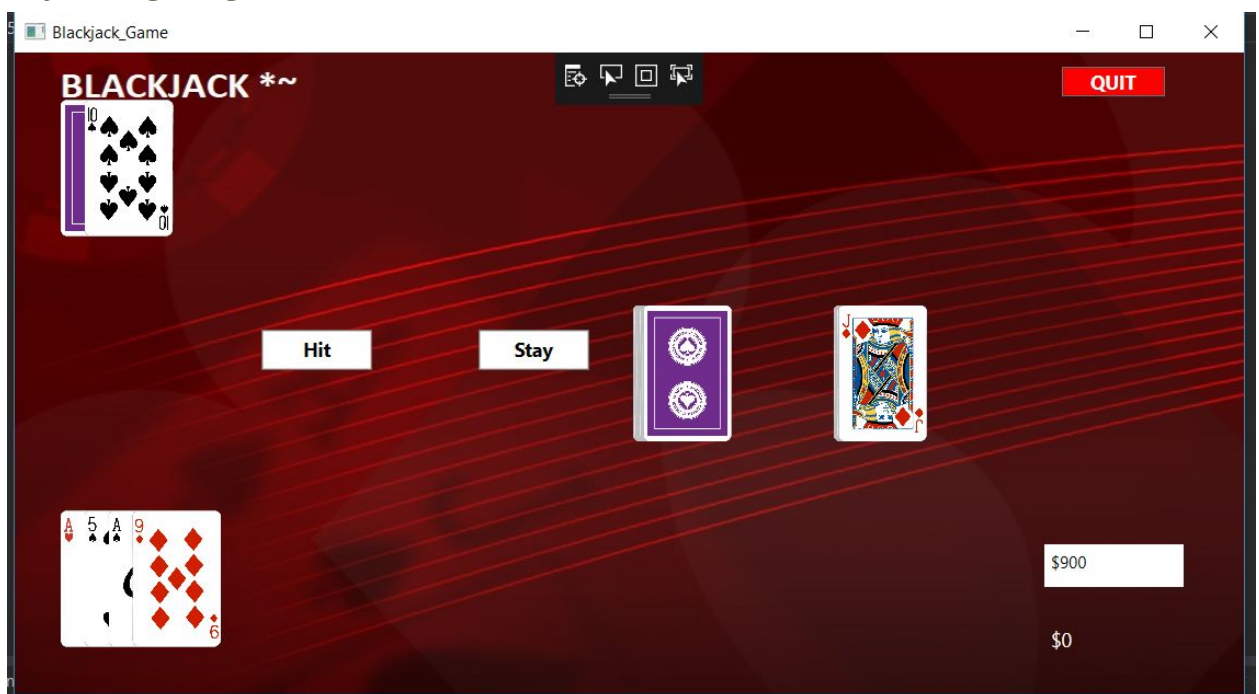
- Player hit, and busted



- New game, player dealt ace and 5

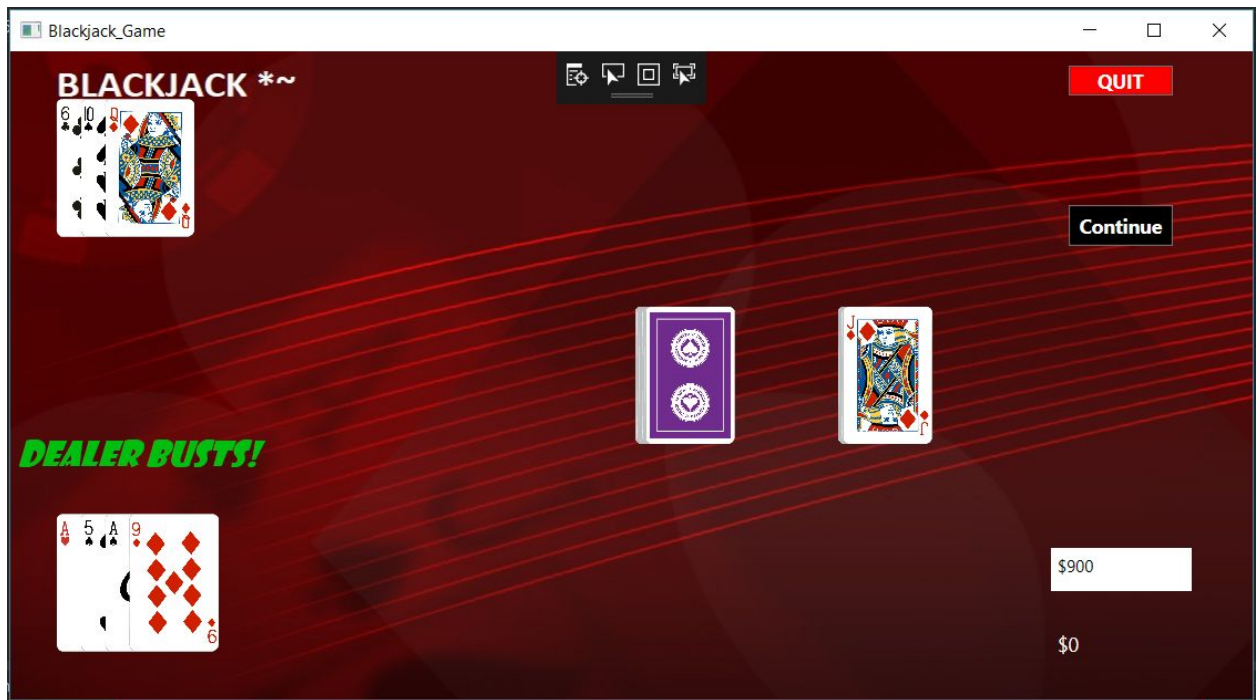


- Player hit, getting another ace

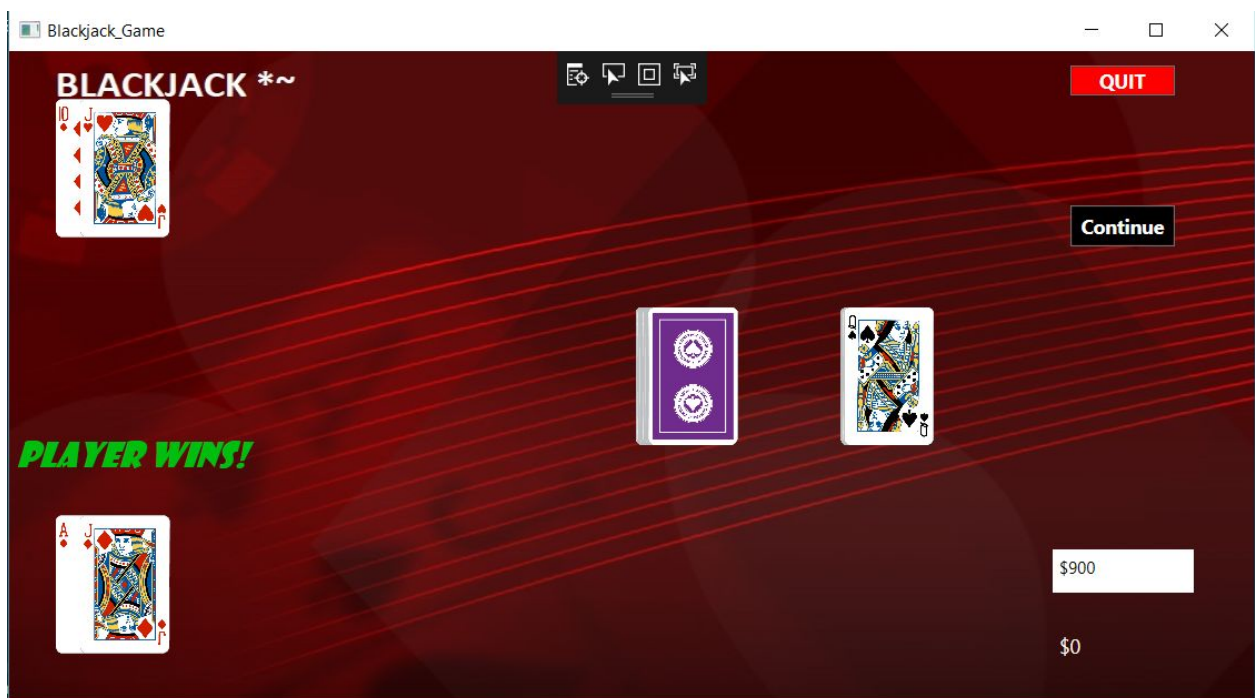




- Player hit again, getting a nine



- Player stood at current hand, dealer busted



- Player dealt 21

## Testing Strategies

- Played the game as normal, attempting to win, and noted any bugs and/or irregularities in game play
- Went after one specific goal
  - Continuously hit until game ended
  - Stood at initial hand through gameplay
- Tested bank
  - Bet specific amounts to ensure accurate calculations
  - Bet all available money
  - Bet no money
  - Made sure negative values could not be bet

## GitHub Repository

<https://github.com/Ysmith54/Blackjack>