
A Team Has No Name

Final Project

12/3/18

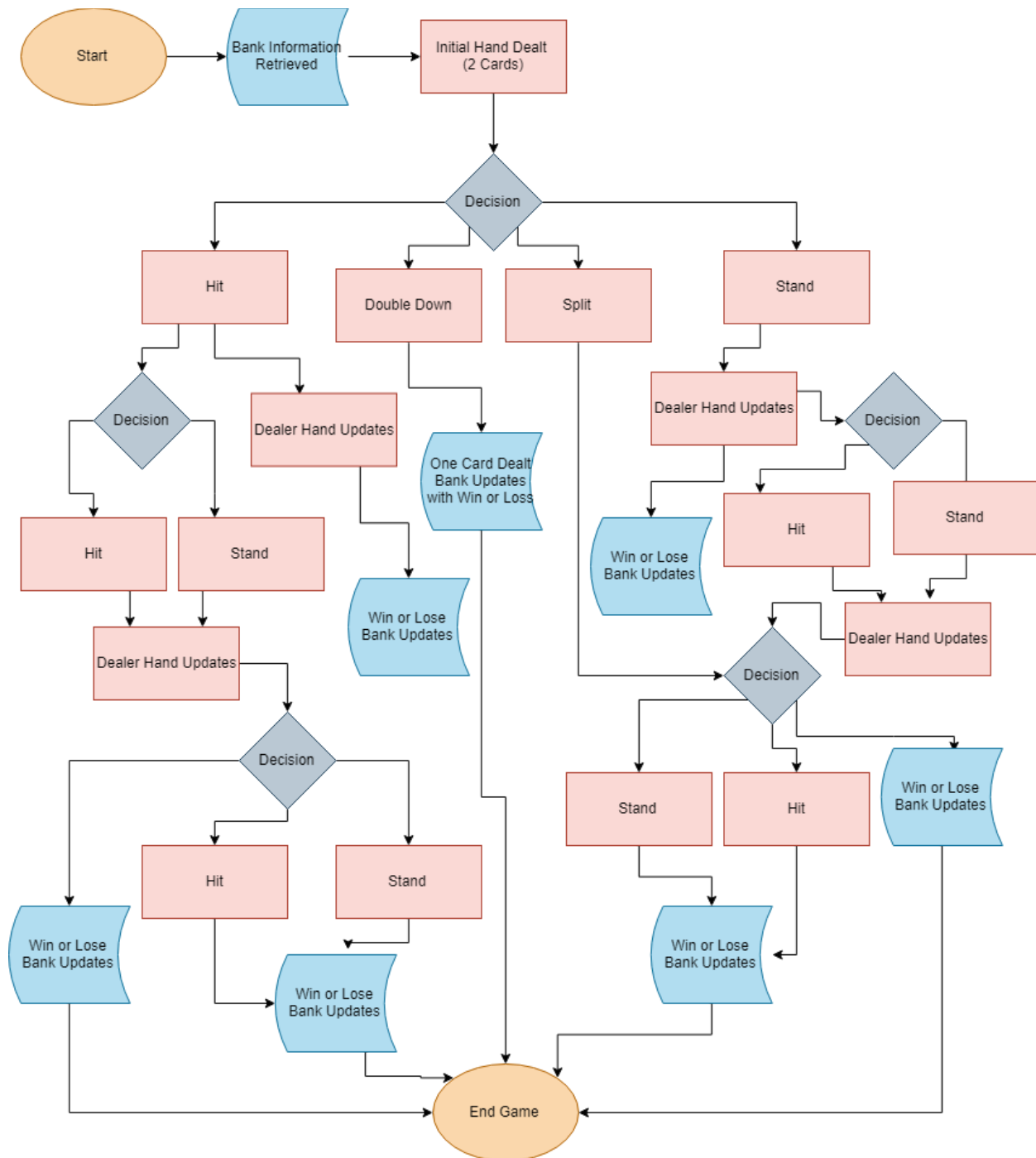
Members

Madelynn Cook - Design & Diagrams

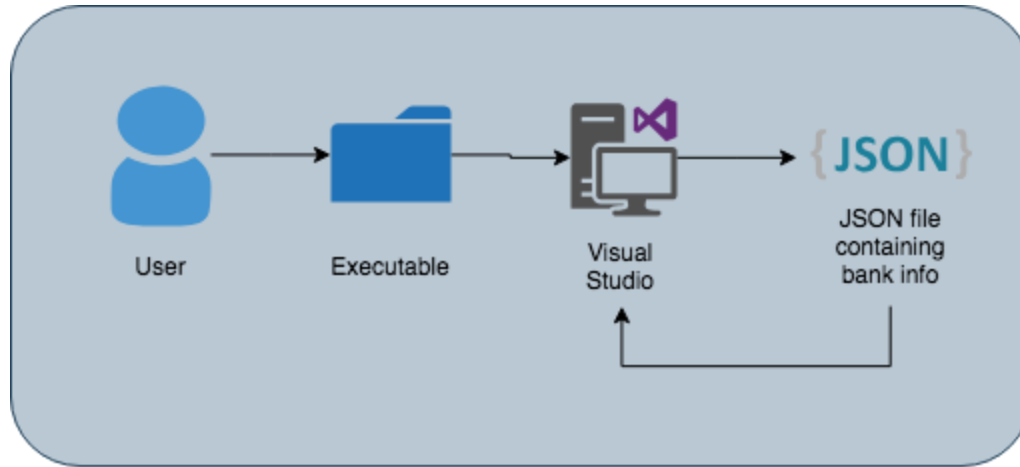
Yasmine Smith - Design & Coding

Jonathan Taylor - Coding

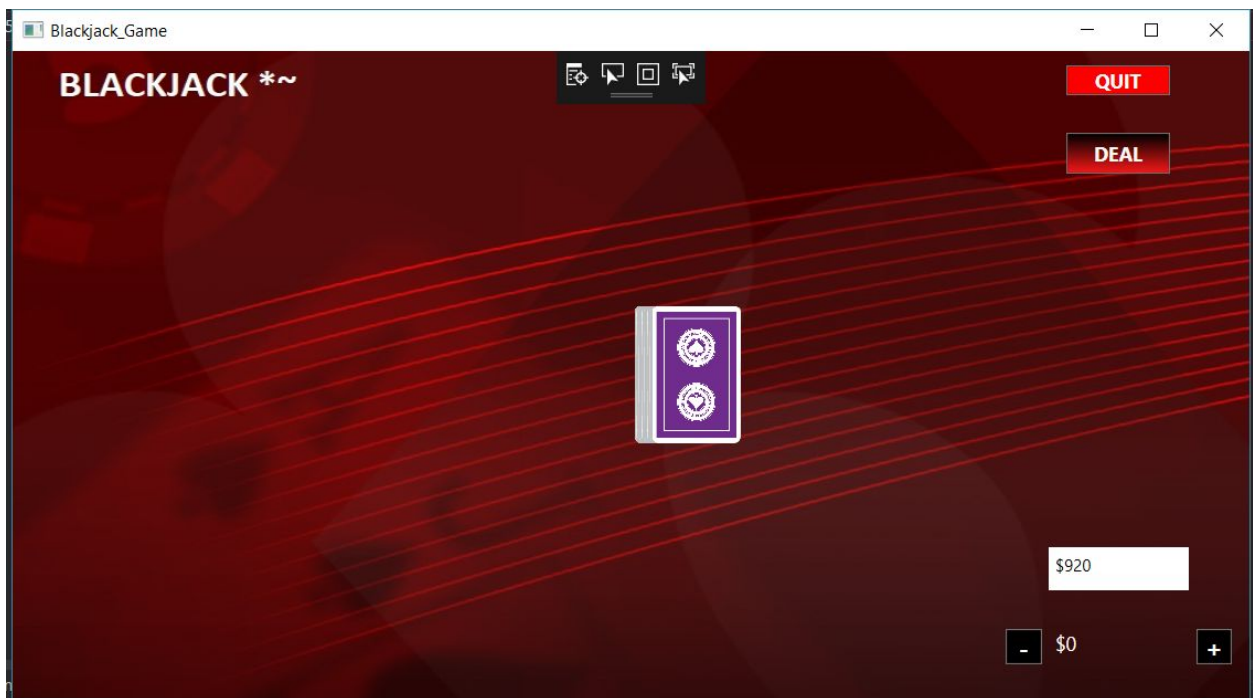
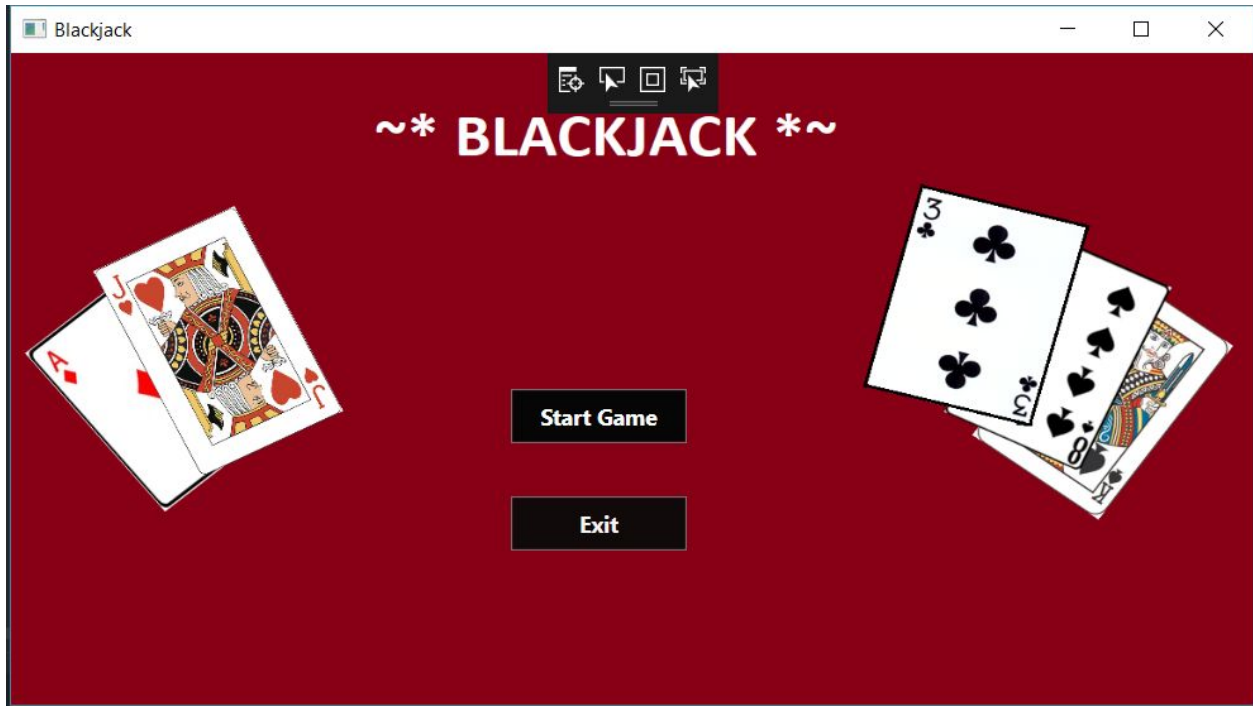
Workflow Diagram

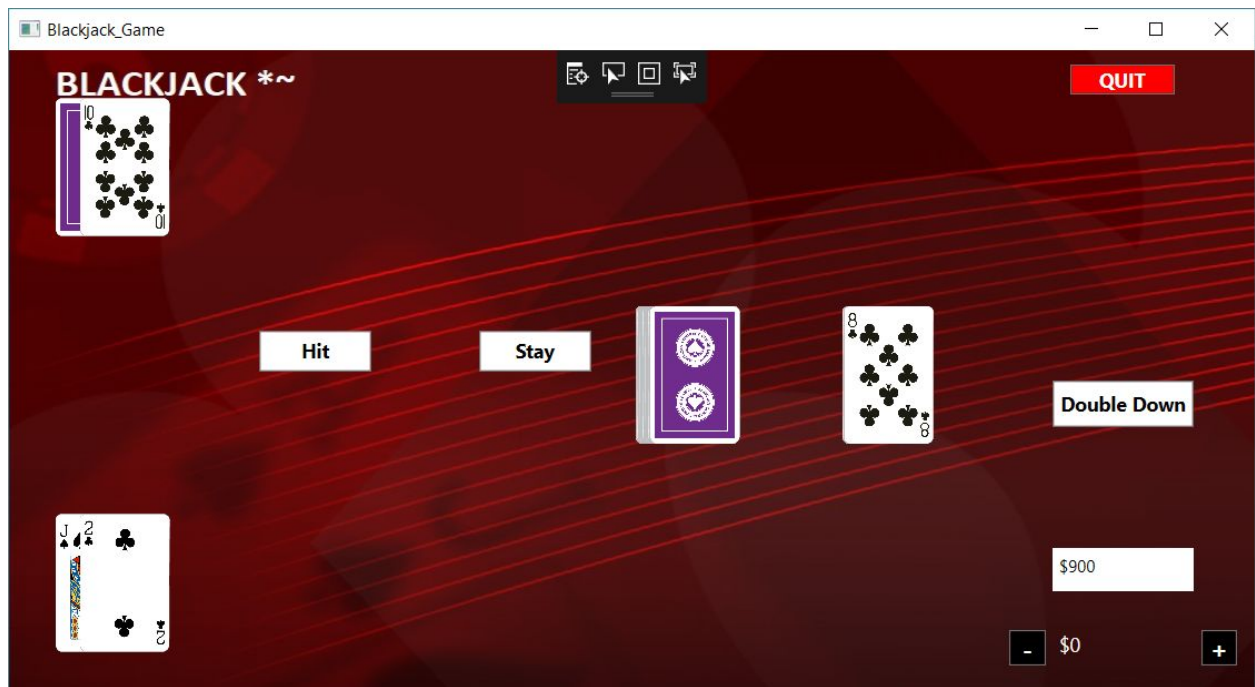


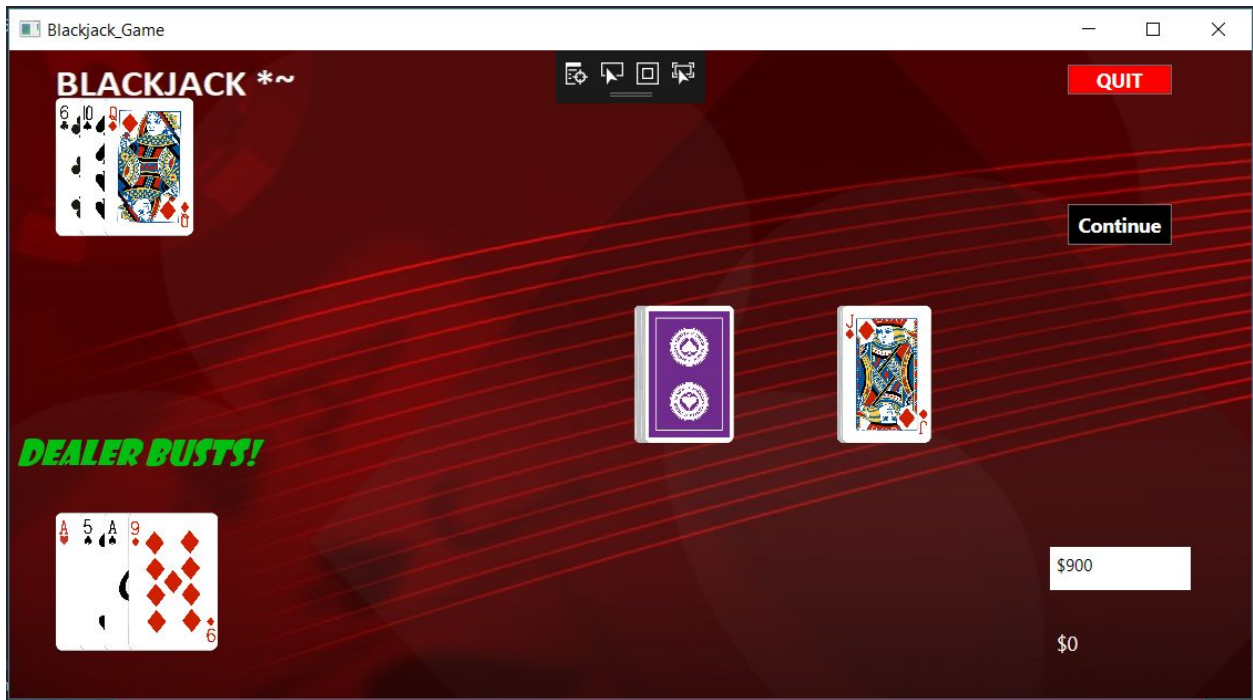
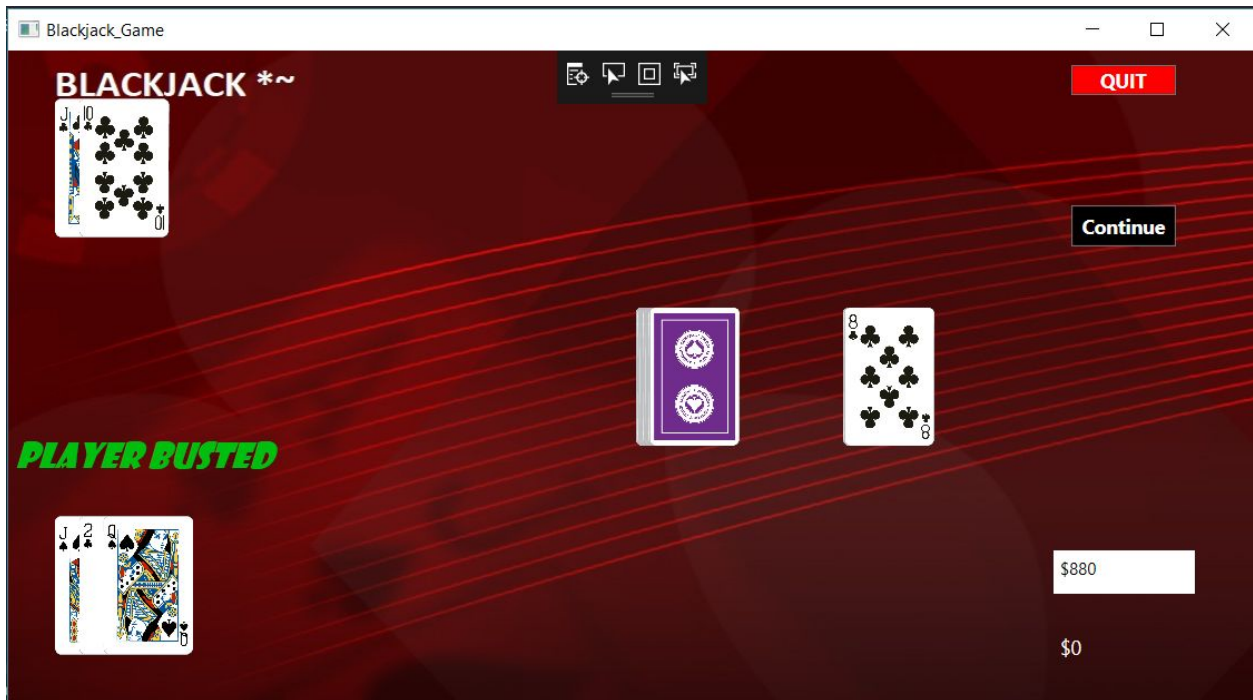
Architecture Diagram

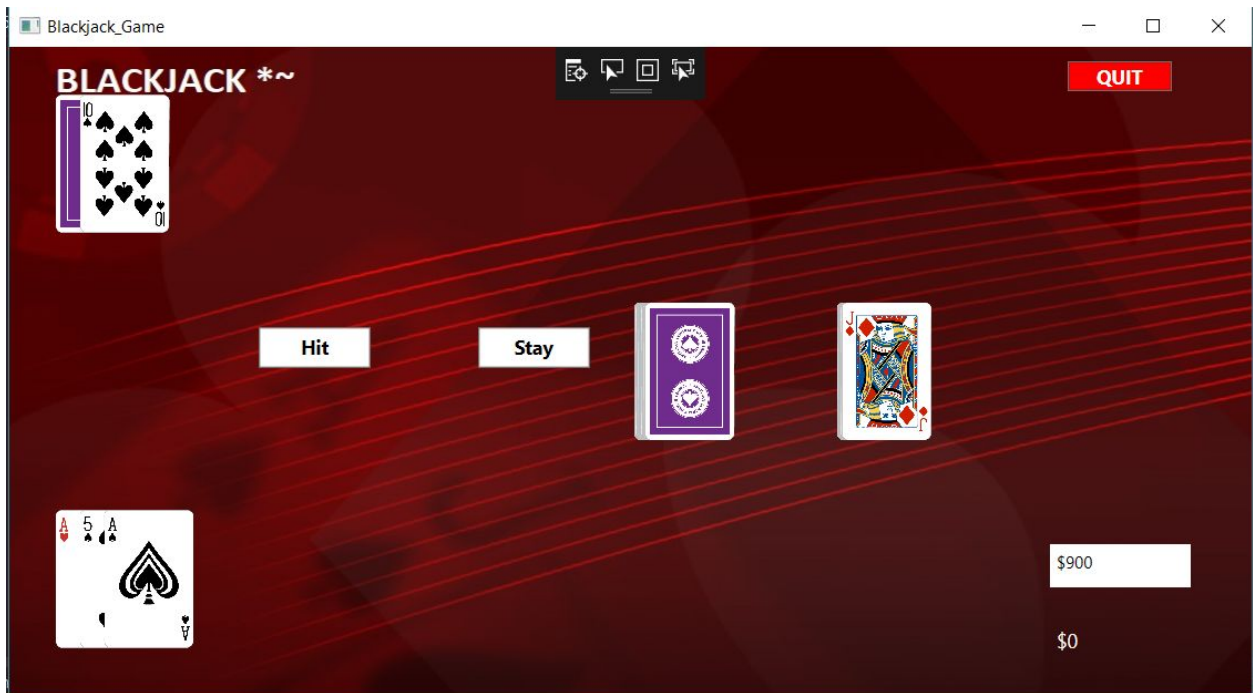
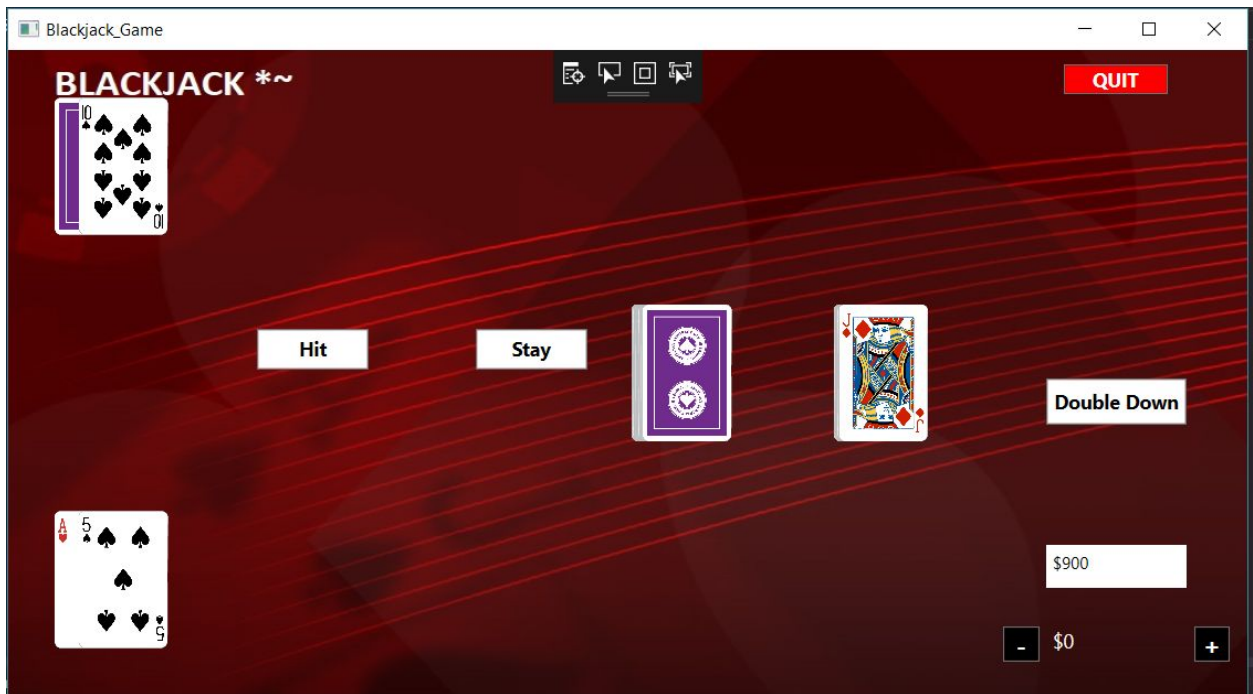


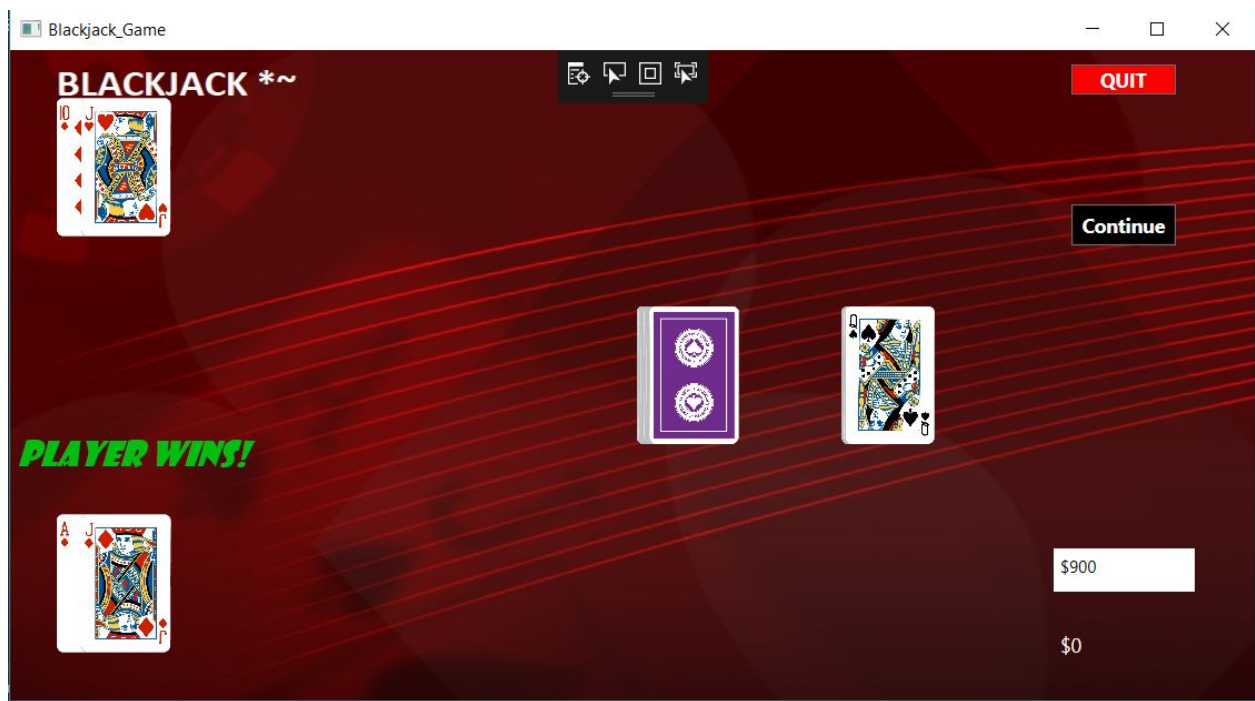
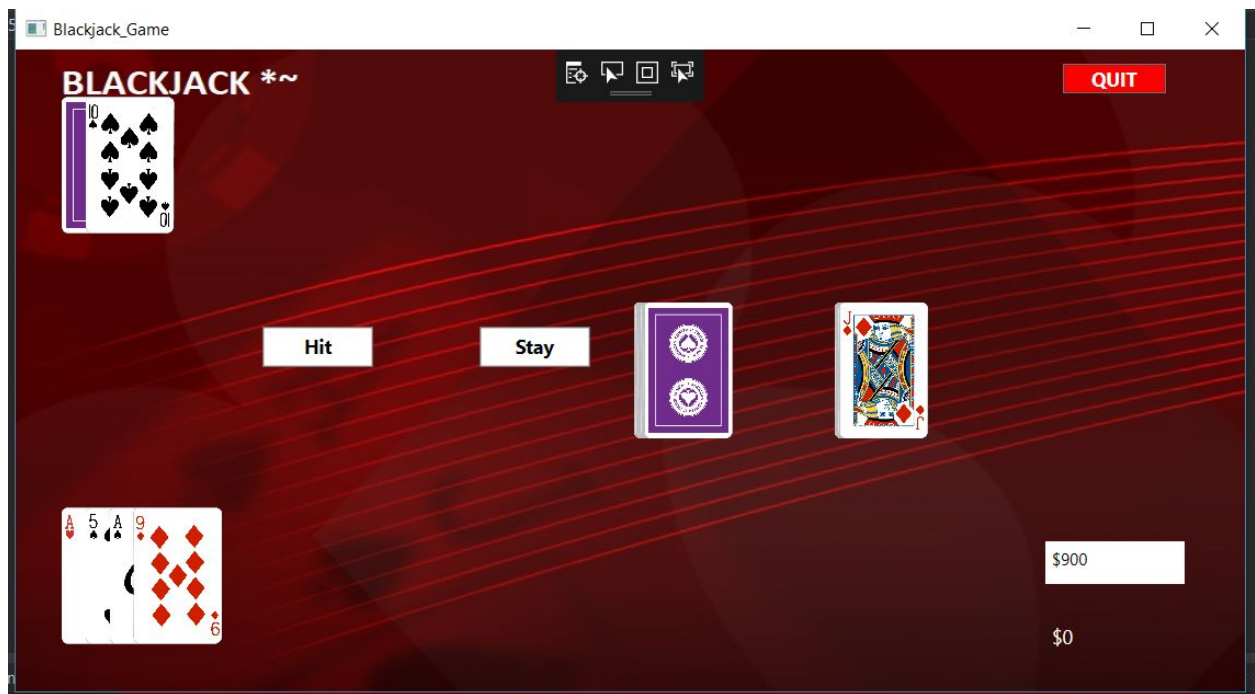
Screenshots











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>