Hypermedia project hand-in

Part 2: Create a web game: Seven and a half

1 Project Goals

In this project, you will have to develop a simple web game. This game will be the Seven and a half game. This game is played with a 40-card deck, a standard deck with eights, nines, and tens removed. The value of cards ace through seven is their pip value (1 through 7), face cards are worth 1/2 point each. The player competes against the dealer (who in our case is an AI), trying to reach a final score higher than the dealer without exceeding 71/2. First, the player makes a bet and receives a card. Then, they can decide to get an extra card, and this process is repeated until they decide to stop, or the score exceeds 71/2 (in this case they lose). When the player doesn't exceed, the dealer starts the same procedure. For this project, you will have to implement a version of this game where the dealer takes cards until beats 71/2.

Next, some snapshots of a possible implementation are shown. It's not assumed to do exactly the same interface, but it's a suggestion:

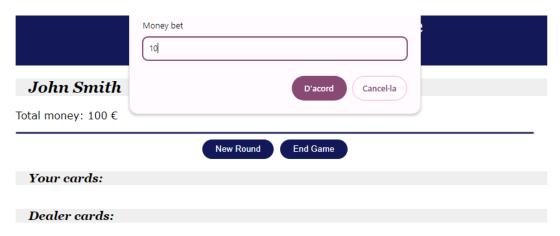
<u>Initial information (Name and initial money)</u>

Seven and a half game
Player information
Name: John Smith
Initial Money: [100]
Play!

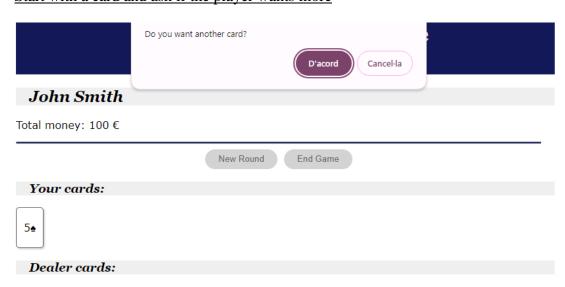
Round start (New Round or End game)

Seven and a half game John Smith Total money: 100 € New Round End Game Your cards: Dealer cards:

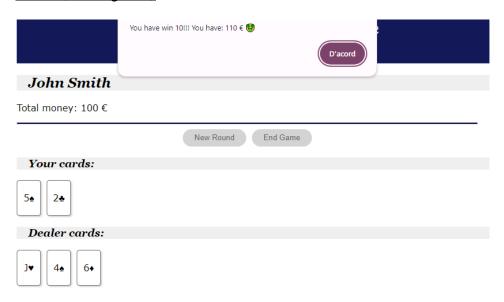
Ask for the money bet



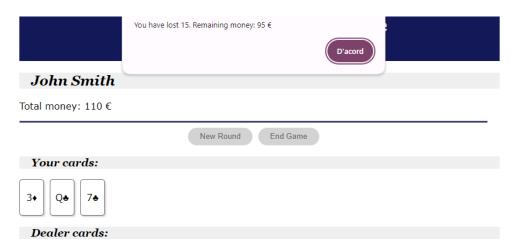
Start with a card and ask if the player wants more



When player doesn't want more cards, the dealer automatically plays and a message is shown (winning case)



If the player goes over 7 ½, automatically loses the game



When the player ends the game, a final message is shown



2 Documentation

The final submission will be consisting of a zip file on Moodle with the following parts:

- **README** file with any information related to the implementation.
- **Website code** (HTML, CSS, JavaScript, and image files).

3 General considerations:

- This project should be developed in groups of **two people**.
- The style isn't fixed by the example. Feel free to improve it in the way you consider better.
- If you want, you can use async functions in order to apply some delays on the card playing. It isn't mandatory.
- You can use other tools such as Bootstrap or other frameworks. Mention it on the README file and justify why you have used them.
- Try to be creative in your proposal.
- Code clarity and correctness will be evaluated.