

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 7 1/2. 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 7 1/2 (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 7 1/2.

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

Initial information (Name and initial money)

Seven and a half game

Player information

Name:

Initial Money:

Round start (New Round or End game)

Seven and a half game

John Smith

Total money: 100 €

New RoundEnd Game

Your cards:

Dealer cards:

Ask for the money bet

Money bet

10

D'accordCancel-la

John Smith

Total money: 100 €

New RoundEnd Game

Your cards:

Dealer cards:

Start with a card and ask if the player wants more

Do you want another card?

D'accordCancel-la

John Smith

Total money: 100 €

New RoundEnd Game

Your cards:

5♠

Dealer cards:

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

You have win 10!!! You have: 110 € 🎉

D'accord

John Smith

Total money: 100 €

New Round

End Game

Your cards:

5♠

2♣

Dealer cards:

J♥

4♠

6♦

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

You have lost 15. Remaining money: 95 €

D'accord

John Smith

Total money: 110 €

New Round

End Game

Your cards:

3♦

Q♣

7♣

Dealer cards:

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

You receive 125 €. See you next time!!

D'accord

John Smith

Total money: 125 €

New Round

End Game

Your cards:

...

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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.