

Pseudo Code

What the code needs to do:

- Welcome User
 - Print to screen
 - Press button on clue board to start game
- Initiate game
 - Setup display
 - Create array of card values
 - Initiate card counter

While loop until user does not want to play anymore:

- Deal cards
 - Random number generator to call items from card array?
 - Print to screen
 - Update card counter
 - Update array of cards so same cards can not be dealt
 - Maybe move values to a new array?
 - Maybe move cards to the end of the current array?
 - Determine if user can split cards

While current column is not “bust” or “stand”:

- Take in user input: Hit, Stand, Split
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If statement for if user Splits:

- If after first iteration of loop
 - Print user error
- Else:
 - Determine if user can split
 - If dealt same cards:
 - User can split
 - Move card value to new array
 - Print to “Split” column
 - Need a way to move from “your cards” to “split” column
 - Else:
 - Print user error
 - Take in new input

If statement for if user Hits:

- Check for bust
 - If bust
 - end game
 - Print to display
- Update display

- Print user's choice and other info
- Update card sum total
- Update card counter
- Update array of cards so same cards can not be dealt
- Print card to display

If statement for if user Stands:

- Update display
 - Print user's choice and other info
- Update card sum total
- Update card counter
- Update array of cards so same cards can not be dealt

End While loop

Move on to dealer's hand:

- Reveal question mark card value

While dealer's total <= 17 && dealer's total < user's total && dealer's total <= 21

- Hit
 - Update total
 - Update array of cards so same cards can not be dealt
 - Print card to display

End while loop

Statements to test dealer's total:

- If dealer's total >= user's value && dealer's total <= 21
 - User loses
 - Print to display
- Else:
 - User wins
 - Print to display

End while loop

Other:

- Need way to turn card counter display on and off
- Add wait/delay times throughout code

Original Hardware Design

