

Blackjack

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Description:

We have created a fully functional interactive blackjack game in Processing. The user plays a hand in a blackjack game against the computer, and can bet their balance on different hands. The winner of every hand receives the pot as a prize and continues to the next round.

The game has buttons for hitting and standing, creating a new round and a new game, and a slider for choosing the bet amount for any round. We used the library ControlP5 for these user inputs as it added an easy way for us to use customizable user interfaces. The game also displays images of the dealer and player's cards, which creates a more real feeling.

Log:

Adrian:

- Made Java programs for all elements of the game (Card.java, Deck.java, Player.java, Dealer.java, Gambler.java, Blackjack.java)
- Added functionality to the buttons in Processing
- Created functionality for displaying the player and dealer hands in Processing
- Laid out the buttons and sliders in Processing

Charlie:

- Added buttons to Processing
- Added card images to represent dealer and player hands in Processing

Functionality:

1. When the round first starts, the user is in a game that was automatically started.
2. To start the round, the user must select a bet amount with the slider and then press the button "Place Bet" to place the bet. Once this happens cards will be dealt to both the dealer and the player.
3. When the player and dealer have their hands, the player repeatedly chooses to hit or stand based on their hand value.
4. Once the player is done with their turn, the dealer automatically carries out their actions.
5. When the hand is over, the winner is evaluated and receives the content of the pot.
6. The user can then press "New Round" to create a new round or "New Game" to reset their balance to 500 and start the game anew.

