CS 211 Data structures

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Design Diary

Approaching the program my first instinct is to create a vector for the cards, and hard code each card in the deck into an index of the vector just made. Than finally a randomCard function would find a random number in the range of the vector, and give that card to the player or dealer. I feel that should cover the difficult part of the assignment, and then subtracting cards from the vector should be easy. My goal is to get one hand of blackjack to be a success. During this program I decided the aspect of the game should be played in (1024x768). I’ll try to get a adjusting aspect ratio later in the program if I have time, but I want to get to the main card game done first. While producing a 2d game I find going into third person helps me a lot with layering different GameObjects. About an hour and half into the design I took a step back, and slowed down. There are a lot of aspects about the project I haven’t thought of yet. Currently I’m going to have a bet button, but I’m not sure about the user inputting the amount the bet is. Also starting a new round will be difficult. If I have time I’ll attempt to do some research into it. My current objective remains to get one working round of blackjack. However I’ll be working on the code for the vectors more than GameObject’s in the unity engine. I feel I’m weakest using the vector API, and I feel that is something important to learn. Currently I’m at the part of the logic/code where I have to make final decisions for the project. I’ve decided that this will be the logic for drawing cards.

I don’t want to change the value of any indexs in the vector. That would also interfere with my GameObjects. Therefore, I’ve chosen the route that will slow down my game, but overall will make the program work. Everytime a card is drawn I’ll store the drawn card in a vector, and then have it checked against the new random card dawn. It will confirm that the same card isn’t drawn twice, and I don’t have to resize my vector at all. Which seems like a waste of a vector, but this currently is seeming like the best option. Especially with the textures not figured out. I more than likely can insert each card prefab with a custom texture. Which I than will relate to the random card drawing function I plan to create. After sometime exploring the unity engine I find things were not as easy as I think. It was hard to interact with GameObjects, and that was unfortunate. I eventually was able to somewhat track the cards coming out, and track the values. However ever button held a different value for the same operation which made calculations difficult. I wasn’t able to completely flush it out, but I gave a lot of effort this assignment, and learned a lot about the unity game engine.