RocketU Blackjack

Stage 1

In this lab you will create a browser-based blackjack card game.

The first stage of the lab is to set up the directory structure, create initial files and get familiar with how the implementation works.

Step 1 - directory structure

- Create a dedicated directory for the lab. This should be named 'blackjack'.
- Beneath that directory, create an 'assets' sub-directory.
- Beneath the 'assets' directory, create 3 additional directories: 'css', 'js' and 'images'.
- Beneath the 'images' directory, create a 'cards' directory.

Step 2 - initial files

- In the main directory, create an HTML document named 'index.html'.
- In the 'assets/js' directory, put copies of the jQuery and Modernizr libraries. Also, create an empty file, 'blackjack.js'.
- In 'assets/css', create an empty 'blackjack.css' file.
- Save the 'rocket-u-logo-large.png' image to the 'assets/images' directory.
- Save the 'playing-cards-sprite.png' image to the 'assets/images/cards' directory.
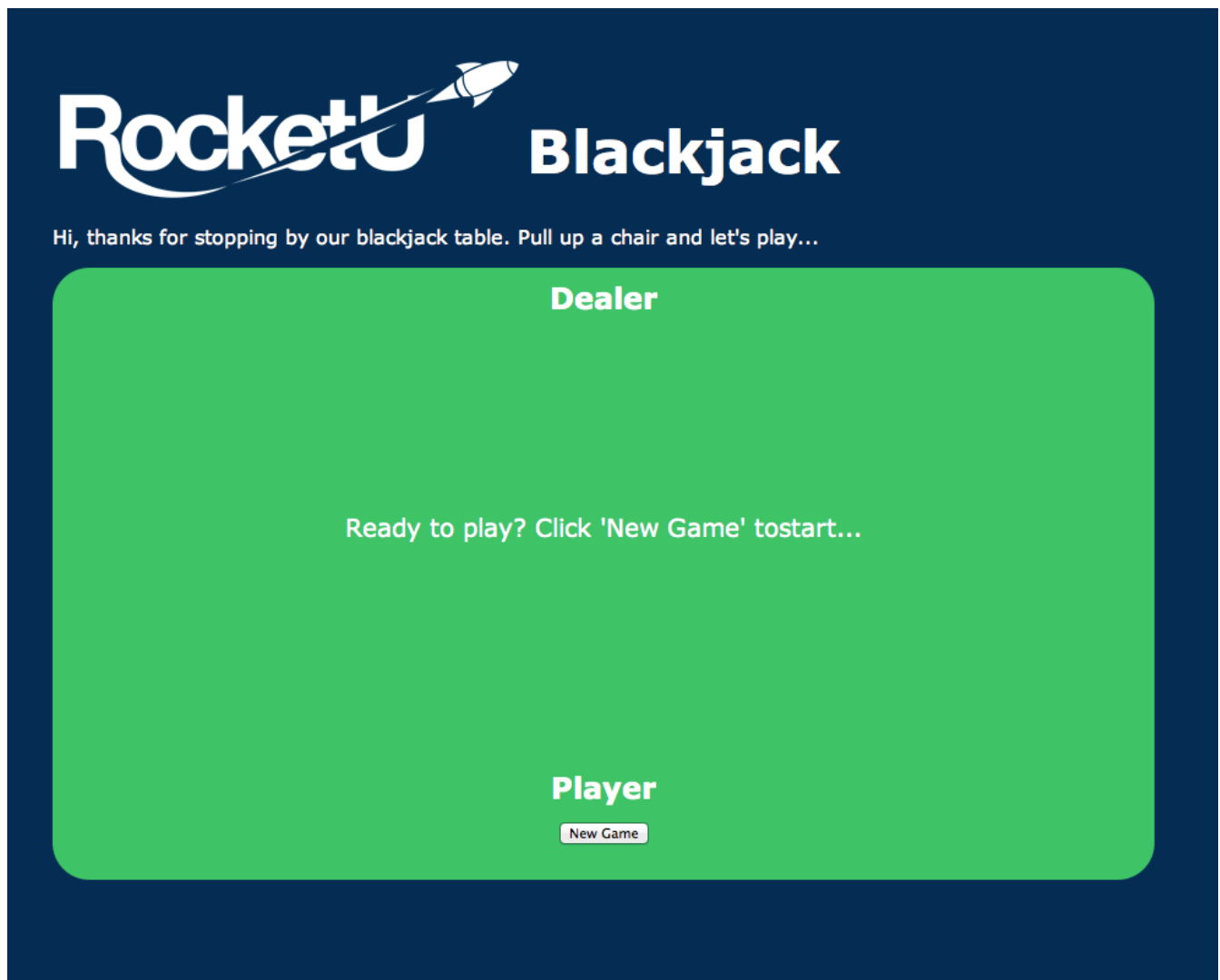
Step 3 - initial page layout

The initial page layout should be as specified on the next page

Blackjack Lab

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Initial page layout

- The page should have a background color set to hex value #003054.

- Inside the body element, there should be a wrapper div that is 900 pixels wide and centered horizontally in the page.

- The following elements are located inside the wrapper:

- The RocketU, with a level-1 header to the right.

- Beneath those, a paragraph with text as shown.

- Next, a div with an id 'card-table'. This should be 900 pixels wide and 500 pixels high. It should have a background color set to #19c36b and rounded corners with a 30 pixel radius.

- Inside the 'card-table' dive there should be the following elements:

- A level-2 heading with text 'Dealer'. The heading text should be centered horizontally on the card-table and set to a height of 50 pixels.

- An empty div with id: 'dealer-hand'. This should be 900 pixels wide and 150 pixels high.

- An div with an id: 'status'. This should be 900 pixels wide and 50 pixels high. The initial text in this div should be as shown.

- An empty div with id: 'player-hand'. This should be 900 pixels wide and 150 pixels high.

- A level-2 heading with text 'Player'. The heading text should be centered horizontally on the card-table and set to a height of 50 pixels.

- An div with an id: 'player-options'. This should be 900 pixels wide and 150 pixels high.

- Inside the 'player-options' div there should be 3 buttons, with text: "New Game", 'Hit' and 'Stand'. The buttons should be centered horizontally .Only the 'New Game' button should be visible when the page is first displayed.