

32/35

Chris Flanagan

Project Milestone

4/24/19

You should organize the writeup using the subsection in the project description.

For my project I chose to create a game of Blackjack in Java. A user is able to play against the system which acts as a dealer. The game will continue until there is a winner.

I chose to design a game of blackjack in java because I thought it would be challenging, but not exceed my current java coding capabilities. This program includes methods, constructors, arrays, for/while loops, as well as multiple data types for variables and methods. This program encompasses java classes, as well as an enum.

A user can interact as a player and play against the program which acts as a dealer. The player will input the amount of money they would like to wager on the game. The system deals two cards to the player and the dealer. One of the dealer's cards is hidden, but both of the players cards are visible. The system will ask you to hit or stay. The dealer will also hit or stay. This will continue until either the dealer or the player wins by exceeding the value of the other's cards and winning the game, or until either the dealer or the player exceed 21 and lose. The system will then tell you your total winnings or losses, ask if you would like to play again. The system will keep track of your total winnings and losses over multiple game, and display them after each game, until the user leaves the table.

As of the milestone, I have completed a basic working version of the Card, Deck, Player, and Suit classes. I still need to add a method for the wagering to the player class. I also need to finish the Game class which runs the actual game of Blackjack. I may add more methods and constructors to my completed classes in order to add more features to the game such as multiple

players or giving the player more options during the game such as doubling down. The Game class will run the game and will include the main method of the Java program.

The problem my project solves is more of a desire for people to play the game of Blackjack. This project offers a simple way for users to play and wager hypothetical money on a Blackjack game.

There have been many other versions of the game Blackjack written in many languages. My system allows users to play with ease and simplicity.

The system is very easy to use. All users must do is enter an “h” for when they wish to hit, and an “s” for when they want to stay. Users will also have to enter a dollar amount for the amount they would like to wager on the hand they are currently playing. The system will display instructions for the user as the game continues.

In conclusion, I designed a version of the popular casino game Blackjack in Java. The system allows users to easily interact with the system as a player while playing against the system who acts as a dealer. The player will enter his wager and begin the game. Classic Blackjack rules will commence and the player will choose to hit or stay after seeing one of the dealers cards and both of his. If the player losses they will be notified and told their total winnings. If the player loses they will be notified and told their total losses. The game will continue until the player leaves the table.