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Project Proposal

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Black Jack Game

I am proposing a to simulate a game of Black Jack in Java. The Game would have to encompass at least 5 Java classes. These would include a class named Card, a class named Deck, a class named Dealer, a class named House, a class named Player, and a class named Game to simulate the game. Other possible classes would be Table, OtherPlayers, and TotalEarnings.

The game will work by the player choosing to hit or stand when the dealer gives you two cards. If the player hits and the total of cards he has in over 21, he will bust. If the player stands with his two cards and the dealer has a higher value of cards than the player, the player will lose. If you have a higher value than the dealer after a hit or a stand, the player will win. The player can also double down after his two cards are dealt, and another wager will be placed equal to the first wager. If the player has two cards of the same value, the player can split. This will allow the player to place two separate bets on the two new hands. If the player and the dealer both have the same cards, then there will be a push.

There are a few possible challenges in this project. One challenge will be to make the program recognize when two suits of the same card are in one hand. Another challenge will be to implement a split function, which will allow the player to place two separate bets on the two new hands.

The Program will first present two cards to the player when the player starts the game. The program will then ask the player how much he will wager. After the hands are dealt and the

winner is determined, the program will then tell the player how much he has won or lost. If multiple hands are played, the program will update the user on his total earnings after each game.

Will there be a graphical user interface for this game or is it text-based? It would be good to have a GUI.
Other than that, it looks ok.