Dylan Graham

Software Engineering BlackJack Design

I will have a main class called BlackJack which will handle the main functions of the game such as checking to see if the game is over and dealing cards. The game has a player class which a dealer and a player will both be. The Player class will have its own hand and monitor its count with its respective methods. In addition to those two I use a Deck class that holds an array of cards which will act as my deck to draw from. It is responsible for giving the BlackJack class the new card for dealing and also keeping track of the number of cards remaining. All of this is tied into the controller (MainActivity) which will serve as the middle man between the view and these classes. The controller will be responsible for getting the user input through button clicks (and possibly swipes) as well as pushing data to the screen.