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Java 2

H08-A—Project Proposal

My project proposal is to emulate a blackjack casino game. I would use Vegas rules to have 4 desks randomly shuffled and given to the AI and player. I would create a Card Object, Deck Object, Dealer Object, Player Object, and Game Object to break out the different rules and setup for the game. I would also create a gambling mechanism where if the player wins, they would get the sum of the bet from the dealer and player. I plan on using graphics, to show the different cards, flipping the cards, showing the total of the cards, and the bet/bank amount.

Please let me know if this works!

Thank you.