XForms' BlackJack

Table of Contents

The Game

Game environment

Our Game consists of a Lobby as entry point and a Table as the actual game environment.

Lobby

The Lobby represents the entry point of the game. It includes 3 buttons with different functionalities:

- **START GAME**: An input field opens, to declare the number of players(maximum 5). Once finalized, you can name those players in a second input field.

- **LOAD GAME**: An overview of saved games with corresponding save date opens.

- **HIGHSCORE**: An overview of the best players, which ended the game. Includes their corresponding cash. 10 players can be displayed.

Table

The table shows the actual table of the game BlackJack. Just like the real game, from a bird's perspective, a dealer is placed on the top, while the players are situated at the bottom of the table. For each player, there is several information/buttons displayed.

Information

- *CARDS*: Their current hand

- *STAKE*: The stake for the current round

- *MONEY*: The amount of money a player has left

Buttons

Depending on the game situation, each player has different buttons to press

- ACTION BUTTONS(**HIT**, **HOLD**, **DOUBLE**, ...): According to the game situation, the player can choose among the options he has.

- **1**, **10**, **100**: 3 buttons to add money to the stake for the next round. Only possible/visible prior a new round.

- **-**: Optional Button, that offers the Player to remove money from his stake. Might be realised as a RadioButton.

- **SUBMIT**: Button to submit the next stake. Only possible/visible prior a new round.

Next to the player buttons, there are 2 global buttons.

- **SAVE**: Buttons to save the current round. Once pressed, you can enter a name for your game. You can reload it later in the lobby.

- **QUIT**: Button to end your game. The game won't be saved. The players and there corresponding cash will be featured in the highscore(if they were good enough)

Rules of the Game

Card values

- Cards 2-9 represent their actual value

- Card 10 and pictures represent value of 10

- Aces can either be 1 or 11

End of a round

- After the players finished, the dealer receives cards as long as his score is below 17.

- Player scored more or equal than the dealer, he gets double of his stake, otherwise he loses.

- Players which score >21 get a BUST and lose.

Special cases:

- The best possible outcome is a triple seven, if a player achieves that, he wins.

- The second best possible outcome is a blackjack, a combination of one ace and either one 10 or one picture.

- If a player ties with the dealer, he gets his stake back

Course of the Game

1. The players pay their stake.

2. Each player receives 2 cards open. The dealer receives 1 card open and 1 card covered.

3. Starting from rightmost player(bird's perspective on our table) ask the players for their actions. They have several options:

   - HIT: If a player has less than 21 points, he can hit and another card will be withdrawed.

   - STAND: The player keeps his hand and it's the next player's turn

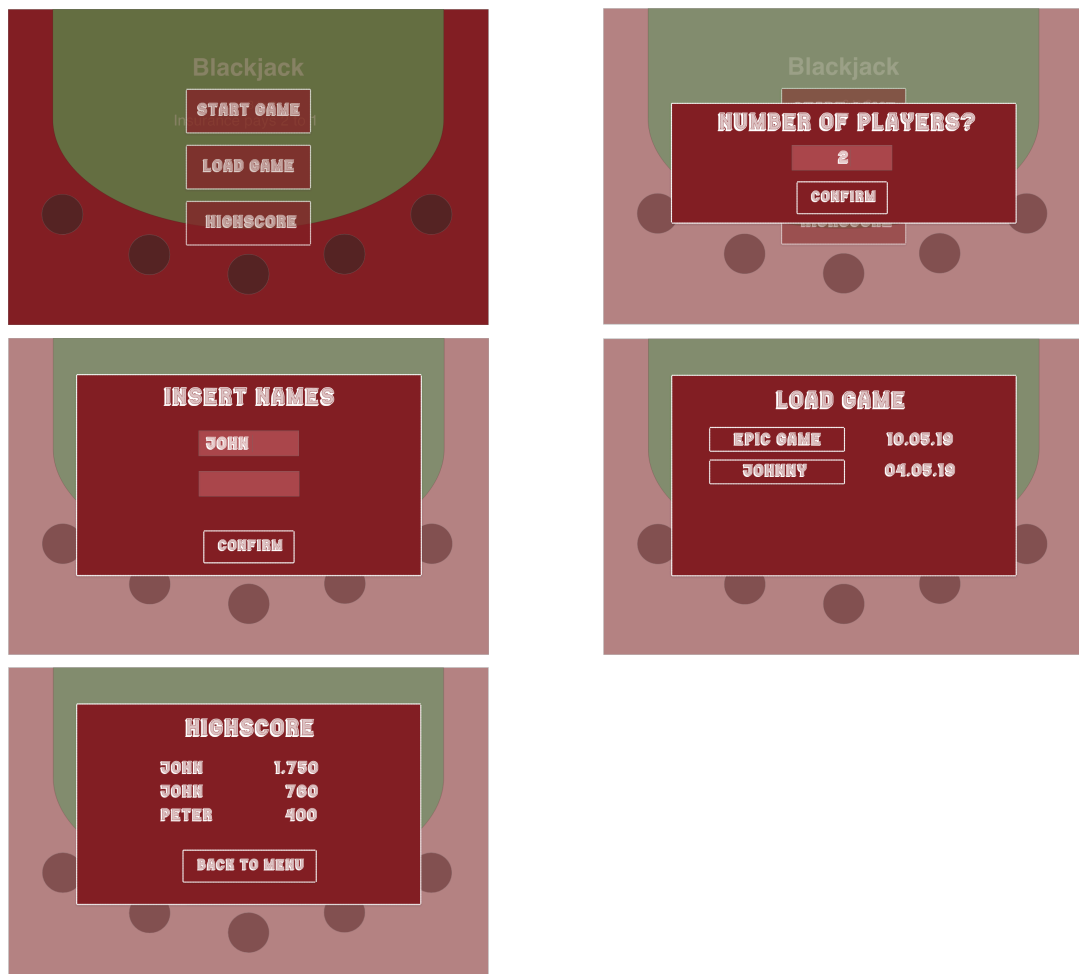   - DOUBLE: If a player has a hand value from 9-11, the player can double his wager and receives exactly one more card

- SPLIT: If a player receives two cards with the same value, he can split his hand and continue to play with two hands. However he has to pay a second wager, exactly as high as his previous wager has been.

- INSURANCE: If the first card of the dealer is an ace, the players can start a side-bet, whether the dealer will get a BlackJack or not.

4. If a player stands, it's the next player's turn until every player is finished.

5. After every player has finished his round, the dealer's turn starts. He must take the action HIT until his score is greater or equal 17. Afterwards the round is finished and the game is evaluated according to the rules of the game. If the dealer busts, every player that didn't bust wins.

Open Questions

- Save Games: Should we have unlimited storage? Should you be able to delete old games?

- ???

- ???

MockUps

Lobby

Table