

Homework4

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SDEV-400 6380

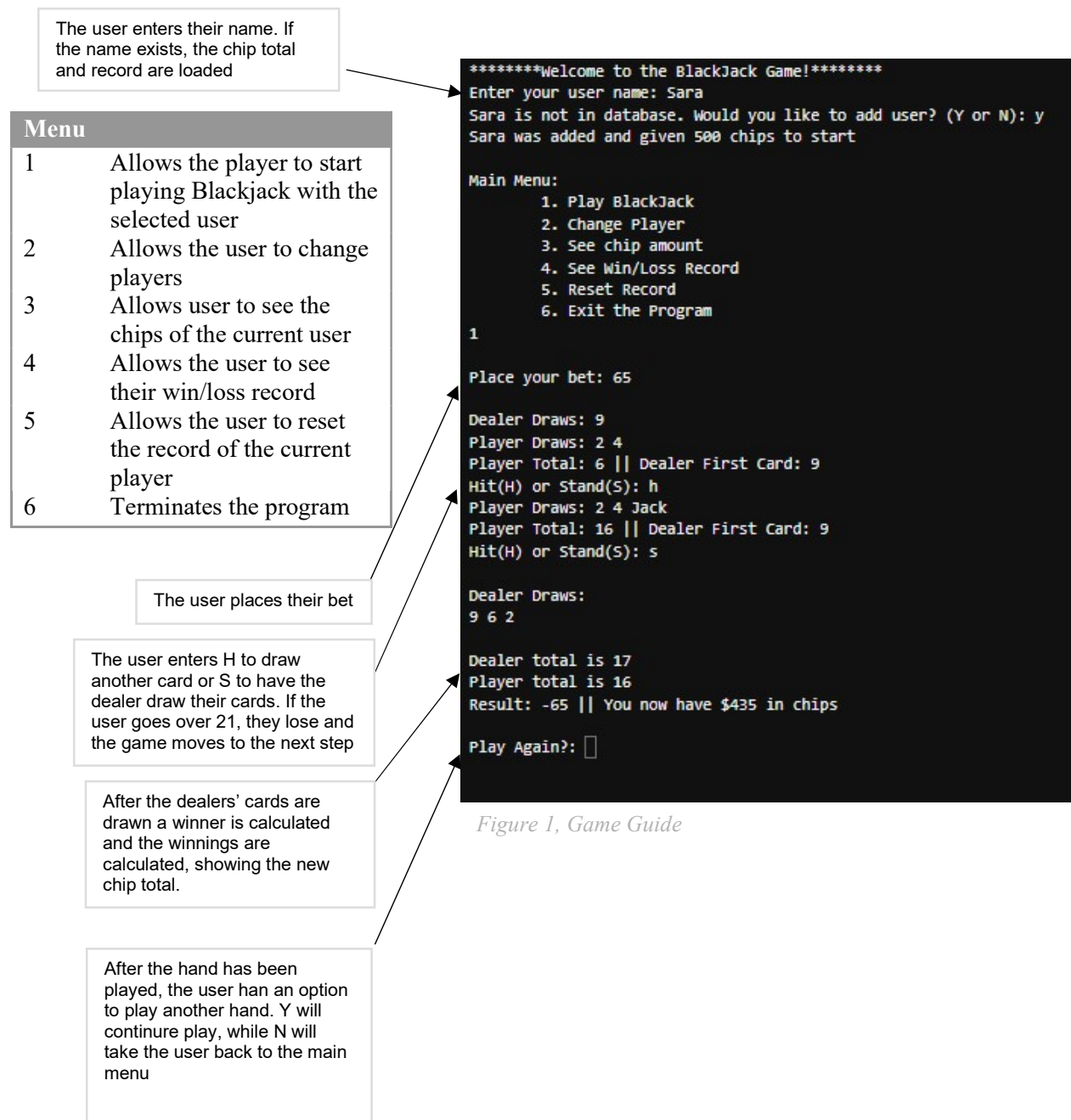
Prof. Errol Waithe

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1. User Guide

Figure 1 shows the main screen of the game with a user guide after selecting 1 to play Blackjack.



2. Welcome Page/Enter Player Name

Figure 2 shows the initial running of the program welcoming the user to the game and asking for their name.

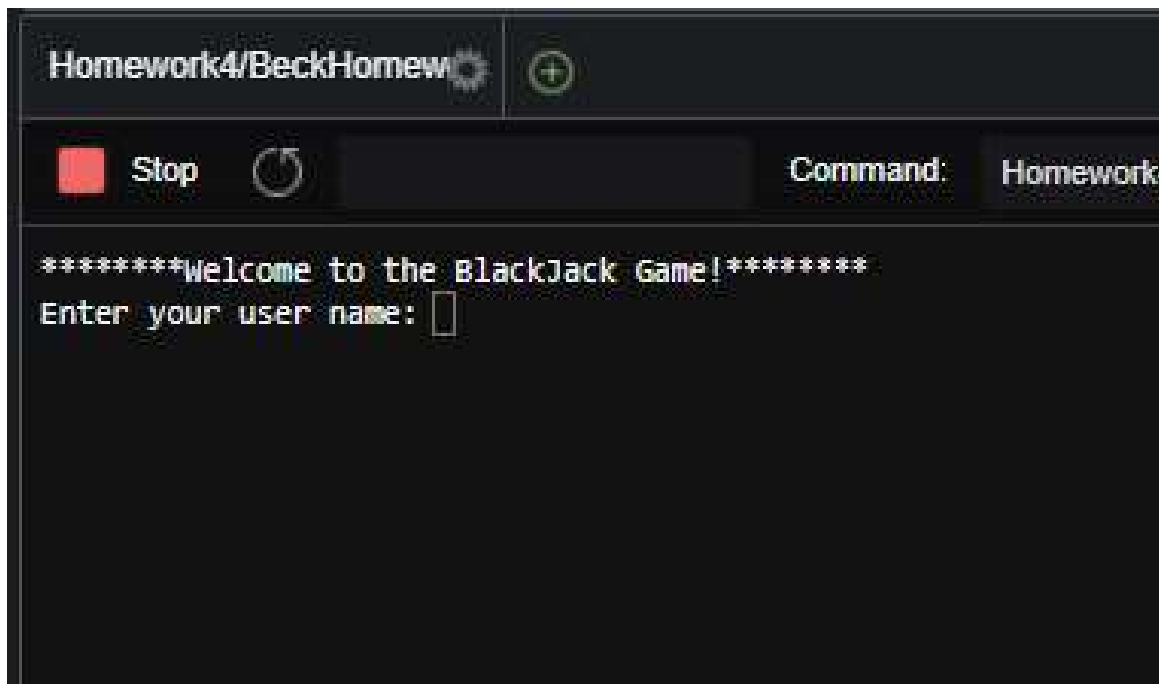
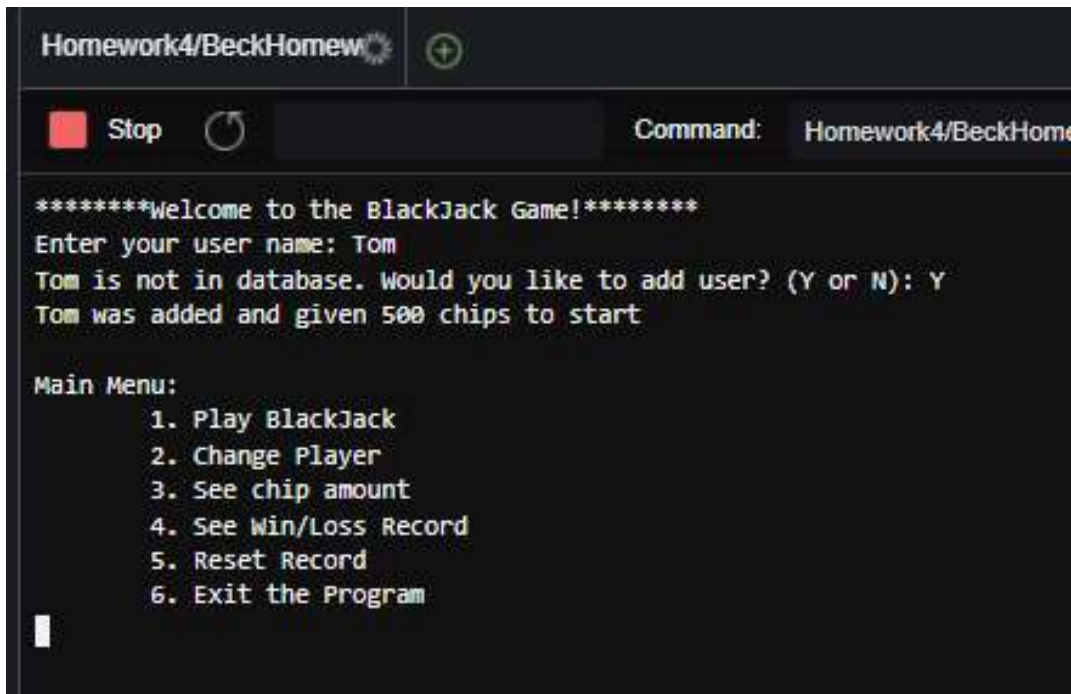


Figure 2, Game start

3. Enter a new user

Figure 3 shows the player entering a name that is not in the database. After entering the user in the database, the game creates their profile and starts them out with 500 chips.



```
Homework4/BeckHomew
Stop [refresh] Command: Homework4/BeckHomew

*****Welcome to the BlackJack Game!*****
Enter your user name: Tom
Tom is not in database. Would you like to add user? (Y or N): Y
Tom was added and given 500 chips to start

Main Menu:
  1. Play BlackJack
  2. Change Player
  3. See chip amount
  4. See Win/Loss Record
  5. Reset Record
  6. Exit the Program
```

Figure 3, Name enter

4. Blackjack (Draw Blackjack)

Figure 4 shows the user placing a bet, then hitting Blackjack, winning two times what their bet was. Figure 5 shows the image that is retrieved from the S3 bucket that when the player gets Blackjack.

```
Place your bet: 54

Dealer Draws: King
Player Draws: 10 Ace
Player Total: 21 || Dealer First Card: King

|BLACKJACK!|

Player total is 21
Result: 108 || You now have $608 in chips
```

Figure 4, Player getting Blackjack



Figure 5, S3 retrieved when play gets blackjack

5. Blackjack (Hit or Stand/Lose)

Figure 6 shows the user placing a bet, then drawing and standing, then losing to the dealer. Figure 7 shows the image that is retrieved from the S3 bucket that when the player gets loses to the dealer.

```
Place your bet: 34

Dealer Draws: 4
Player Draws: 3 4
Player Total: 7 || Dealer First Card: 4
Hit(H) or Stand(S): h
Player Draws: 3 4 Queen
Player Total: 17 || Dealer First Card: 4
Hit(H) or Stand(S): s

Dealer Draws:
4 2 2 King

Dealer total is 18
Player total is 17
Result: -34 || You now have $710 in chips

Play Again?: ☐
```

Figure 6, lose to the dealer



Figure 7, S3 retrieval when loss to the dealer

6. Blackjack (Hit or Stand/Draw)

Figure 8 shows the user placing a bet, then drawing and standing, then tying with the dealer receiving their bet back. Figure 9 shows the image that is retrieved from the S3 bucket that when the player beats the dealer.

```
Place your bet: 65

Dealer Draws: 10
Player Draws: 9 Queen
Player Total: 19 || Dealer First Card: 10
Hit(H) or Stand(S): s

Dealer Draws:
10 2 7

Dealer total is 19
Player total is 19
Result: 65 || You now have $606 in chips

Play Again?: ☐
```

Figure 8, Draw with the dealer



Figure 9, S3 draw with the dealer

7. Blackjack (Hit or Stand/Win)

Figure 10 shows the user placing a bet, then drawing and standing, then winning 1.5 times their bet. Figure 11 shows the image that is retrieved from the S3 bucket that when the player beats the dealer.

```
Place your bet: 45

Dealer Draws: 5
Player Draws: 6 8
Player Total: 14 || Dealer First Card: 5
Hit(H) or Stand(S): h
Player Draws: 6 8 4
Player Total: 18 || Dealer First Card: 5
Hit(H) or Stand(S): s

Dealer Draws:
5 7 2 2 7

Dealer total is 23
Player total is 18
Result: 68 || You now have $568 in chips

Play Again?: ☐
```

Figure 10, User beats the dealer



Figure 11, S3 retrieval for when the user wins

8. Blackjack (Hit or Stand/Bust)

Figure 12 shows the user placing a bet, then drawing until a bust occurred and they lost their bet. Figure 13 shows the image that is retrieved from the S3 bucket that when the player busts.

```
Place your bet: 346

Dealer Draws: 8
Player Draws: 9 4
Player Total: 13 || Dealer First Card: 8
Hit(H) or Stand(S): h
Player Draws: 9 4 3
Player Total: 16 || Dealer First Card: 8
Hit(H) or Stand(S): h
Player Draws: 9 4 3 Jack
Player Total: 26 || Dealer First Card: 8

|BUST|

Player total is 26
Result: -346 || You now have $5343 in chips

Play Again?: |
```

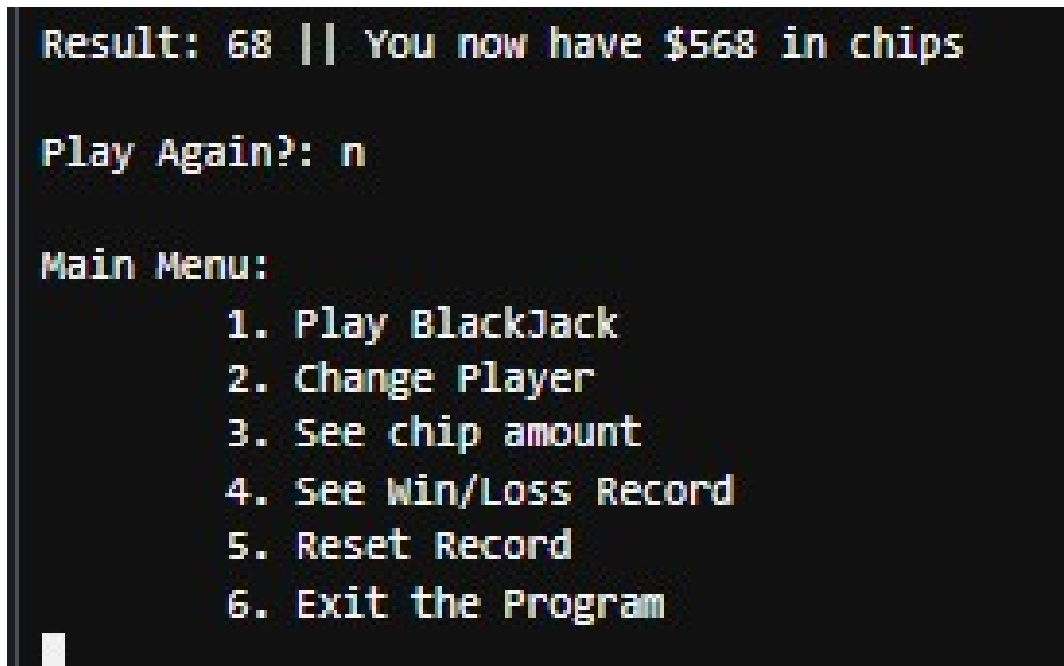
Figure 12, player drawing until bust



Figure 13, S3 retrieval when player busts

9. Return to Main Menu

Figure 14 shows what occurs when after the plays hand is over, If they enter “n” to not play again, taking them back to the main menu.

A screenshot of a terminal window with a black background and white text. The text is as follows:
Result: 68 || You now have \$568 in chips

Play Again?: n

Main Menu:
1. Play BlackJack
2. Change Player
3. See chip amount
4. See Win/Loss Record
5. Reset Record
6. Exit the Program
A white cursor is visible at the end of the last line of the menu.

```
Result: 68 || You now have $568 in chips  
  
Play Again?: n  
  
Main Menu:  
1. Play BlackJack  
2. Change Player  
3. See chip amount  
4. See Win/Loss Record  
5. Reset Record  
6. Exit the Program
```

Figure 14, Player selects not to play again

10. Change Player

Figure 15 shows the user changing to the user Tom, then showing how many chips Tom possesses.

```
Main Menu:
  1. Play BlackJack
  2. Change Player
  3. See chip amount
  4. See Win/Loss Record
  5. Reset Record
  6. Exit the Program

2
Enter your user name: Tom
Welcome Tom! You have 606 chips.

Main Menu:
  1. Play BlackJack
  2. Change Player
  3. See chip amount
  4. See Win/Loss Record
  5. Reset Record
  6. Exit the Program
```

Figure 15, Changing Player

11. See Chip Amount

Figure 16 shows when the user selects 3 from the menu, showing the current users chip count.



```
Main Menu:
  1. Play BlackJack
  2. Change Player
  3. See chip amount
  4. See Win/Loss Record
  5. Reset Record
  6. Exit the Program

3

Tom has $606 in chips
```

Figure 16, Chip amount

12. See Win/Loss Record

Figure 17 shows when the user selects 4 from the menu, showing the current users win/loss record.

```
Main Menu:
  1. Play BlackJack
  2. Change Player
  3. See chip amount
  4. See Win/Loss Record
  5. Reset Record
  6. Exit the Program

4
Tom has a record of 4 wins and 6 losses
```

Figure 17, win/loss record

13. Reset Record

Figure 18 shows when the user selects 5 from the menu, resetting the user's win/loss record.

```
Main Menu:
  1. Play BlackJack
  2. Change Player
  3. See chip amount
  4. See Win/Loss Record
  5. Reset Record
  6. Exit the Program

5

Tom has been set to 0 wins and 0 losses
```

Figure 18, reset record

14. Exit the program

Figure 19 shows when the user selects 6 from the menu, exiting the program.

```
Main Menu:
  1. Play BlackJack
  2. Change Player
  3. See chip amount
  4. See Win/Loss Record
  5. Reset Record
  6. Exit the Program

6

*****Thank you for Playing BlackJack*****

Process exited with code: 0
```

Figure 19, exiting the program

References

MoviesCreateTable.py[Source Code].<http://aws.amazon.com/apache2.0/>

MoviesItemsOps1.py[Source Code].<http://aws.amazon.com/apache2.0/>

s3-python-example-download-file.py[Source Code].<http://aws.amazon.com/apache2.0/>