1. How the game works
   1. Use of a graphical user interface to serve as a menu to the game when players first start it up
      1. <https://1bestcsharp.blogspot.com/2017/08/java-login-and-register-form-design.html?fbclid=IwAR2m-AqnPOYmQ2X-oQLmHGRvRTtf2RCxeYPz1hEBjPdDwaxaSKjE6b4apOc>
   2. Game is played through single screen (no networking features, unfortunately)
   3. Overview
      1. Each player will have a personal account that they can login to and upon creation of the account, will be instantiated with a set amount of in game currency
      2. Players can play in either a default room or a user created room that is bought with in game currency
      3. User created rooms
         1. Must be bought with in game currency; costs will be determined by the chosen size of the room (small, medium, large..) where the size is the max capacity of players in the room
         2. Will have an amount of funds (in game currency) in it that is deposited by the owner
         3. Funds can be refilled
         4. Players who play in these rooms will either win or lose money bet that is reflected in the room’s funds (basically the owner plays against the players)
   4. Title Screen
      1. Options:
         1. Start Game
            1. Select Room

Displays list of rooms to join

Once a room is selected, transitions to game screen

* + - 1. Create Account
         1. (ask for chosen account credentials)
         2. Username:

Password:

* + - * 1. Use MongoDB to store/access created accounts
      1. Login to Account
         1. (ask for account credentials)
         2. Username:

Password:

* + - 1. Manage Rooms
         1. Create a room (buy)

Asks for:

Name

Amount of initially deposited funds

* + - * 1. Manage room funds

Displays a List of owned rooms

Select room

* + - 1. Logout
  1. Game Screen
     1. Game Procedure
        1. Betting
           1. Goes through each player and asks how much they’d like to bet for the round
           2. Error checked by back end
        2. Cards Dealt
        3. Player Options
           1. Goes through each player and allows them to hit, stand, etc..
        4. Dealer Action
        5. Outcomes
     2. Graphics
        1. Table
           1. Always a set size so there is a max number of players
        2. Player Logistics
           1. Each player in the game should have their username, current amount of in-game currency and the amount of money that they have bet within the round
        3. Buttons
           1. Depending on whose and what option it is, display:

Hit

Stand

Bet

Slider?

Double down

Split

* + - 1. Cards
         1. All cards face up except for one of the dealer’s cards