

iOS Dev Test :: BlackJack Game

Task:

- Create a proof-of-concept version of a BlackJack game for iOS using Objective C. You can choose whether to use SpriteKit, Cocos2d or UIKit.
- Basic assets for cards are provided - see enclosed ZIP file.
- It doesn't matter how it looks visually, so long as the basic requirements are met.

Requirements:

- The user must be able to play against the House on a loop. After each game, a new one starts.
- There is a standard set of 52 cards (as per enclosed asset files).
- When the game starts the player is given 2 random cards and the Dealer is given one which the player can see.
- User can either Hit to get an additional card or Stand to let the Dealer play.
- If the user gets over 21 it will be a BUST and considered a lost game.
- The player with the value closer to 21 wins.
- If the user Stands, the Dealer will start playing using the following rules:
 - Dealer is dealt a second initial card.
 - Dealer will Hit if value is under 14.
 - Dealer will Stand if value is 14 or over.
- Values of cards are as follows:
 - Any card from 2 to 10 is worth its face value.
 - Picture cards: Jack, Queen, King are worth 10 points.
 - Ace is worth 11, unless total value of cards is over 21, in which case it can be worth 1.
- The minimum feedback to user would be to let him know who wins each game.

Bonus (entirely optional!) Requirements:

- Create some animations for cards moving from the deck to the user's hand.
- Save current state of game so that if app is killed it resumes on re-opening.
- Create some unit tests to assert correct application behaviour.

Deliverable:

- Please provide an Xcode project with full source so that we can review code, and build and run the app. Provide this either as a ZIP via email, or provide a URL to a public GitHub repo.