# Requirements Template

* What: **Basic Single Player game of 21**
* Where: Main Business Logic Shell
* When: Start to End of round
* Why: To enable a user to play blackjack against a user
* Assumptions
  + Single Deck of 52 cards
  + One Player
  + One Dealer
  + Can be one or more rounds
* Exclusions
  + Betting
  + More than one person
  + Folding
* What: **Betting**
* Where: Betting Pool
* When: Start of round before cards are dealt
* Why: To enable users to bet and play a more engaging game
* Assumptions
  + Player Wallet starts at $500
  + Dealer Wallet unlimited
  + Can’t raise bets after initial bet
  + Split doubles bet
* Exclusions
  + Adding funds to top off wallet
  + Cashing out
  + Saving Wallet for future play
* What: **Add multiplayer logic**
* Where: Beginning of Round
* When: Overall game
* Why: To allow more users to play against the dealer, adds a bit more dynamic to the play and can add more social interaction to the game
* Assumptions
  + Players all start with the same wallet
  + Only 3 extra players can join
  + Players play against dealer, no dynamic bet raising
* Exclusions
  + More than 4 extra players (not including player and dealer)
  + True Multiplayer, no networking connection for remote players to connect
  + Players dynamically joining/leaving during game