# Requirements Template

* What: Split
  + Where: First turn
  + When: A player has a pair
  + Why: Allows player to play dealt hand as two separate hands
  + Assumptions
    - Additional new bet is equal to first bet
    - Has funds to cover bet
  + Exclusions
    - Dealer can’t split
    - Must be a pair not just equal rank
* What: Shuffle
  + Where: Before initial deal
  + When: The deck is empty
  + Why: To randomize deck
  + Assumptions
    - Number of decks is 3
* What: Dealer play
  + Where: After all players stand
  + When: Dealer turn
  + Why: Determine hand value
  + Assumptions
    - Hit if total rank of cards in dealer hand is less than 17. Stand if greater than 17.
  + Exclusions
    - Dealer can’t split or double down
* What: Betting
  + Where: At the beginning of each game (same bet with split)
  + When: Before the deal
  + Why: To establish how much players will win or lose
  + Assumptions
    - Not able to bet more than funds available
    - Not able to bet less than one token ($2)
    - Initial bets can’t be increased during a game
    - Get twice their bet if they win.
    - No money if they lose
    - If a tie, receive their token(s) back.
  + Exclusions
    - Not able to bet an amount other than token value
* What: Double down
  + Where: Player’s turn
  + When: Original two cards dealt total 9, 10, or 11
  + Why: Double your bet
  + Assumptions
    - Players turn
    - Additional new bet equal to original bet
    - Dealer gives player one card
    - Doubling down is optional
  + Exclusions
    - Dealer can’t double down
* What: Active player
  + Where: Player’s play from left to right of dealer
  + When: Each player completes each interaction, then dealer plays
  + Why: Rules of the game
  + Assumptions
    - At least one player
  + Exclusions
    - None