

Command line prototype:

User places bets, dealer and player hand is revealed. Player chooses to stand or hit.

```
Place your bet:
500
Dealer Current Hand: [SPADE - TEN] [Face Down]
Dealer Current Value: 10

Player: Alex
Current Hand: [CLUB - TWO][DIAMOND - FIVE]
Current Value: 7

Enter 0 for stand and 1 for hit
█
```

user stands, dealer wins.

```
Enter 0 for stand and 1 for hit
0
Dealer Final Hand: [SPADE - TEN][SPADE - JACK]
Dealer Final Value: 20

Player: Alex
Final Hand: [HEART - NINE][DIAMOND - FIVE][CLUB - TWO]
Final Value: 16

Dealer won.

Current balance: 500

Enter 0 to quit and any key to the next game.
█
```

GUI Prototype:

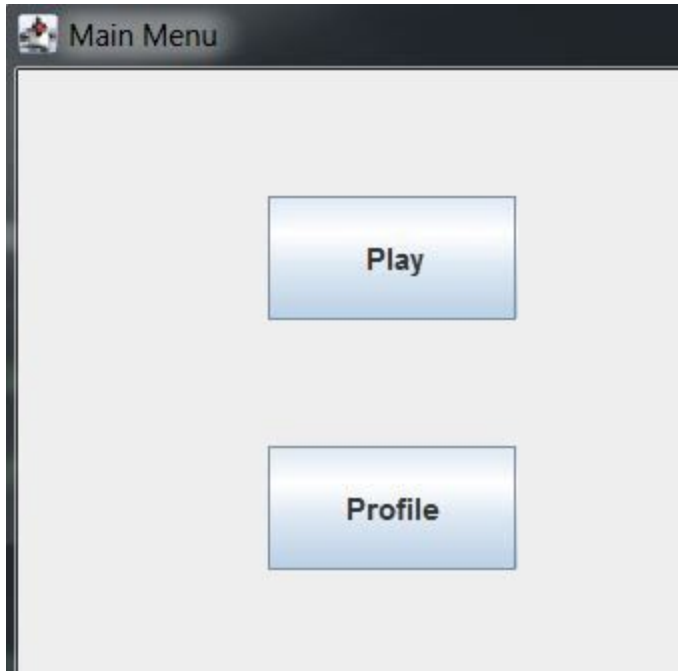
- 1.) Sign In or Sign Up



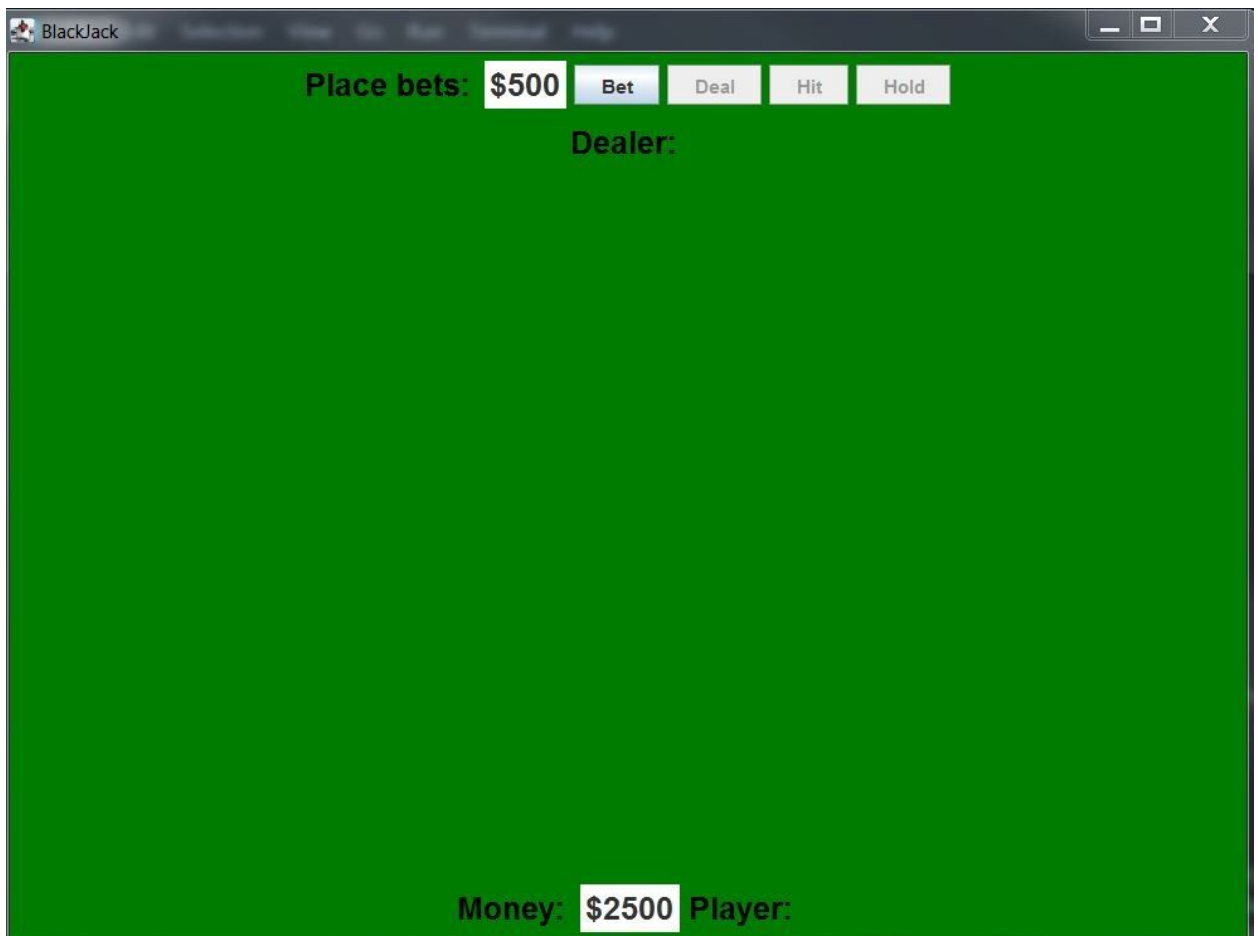
2.) Sign in -> login. verify credentials via database



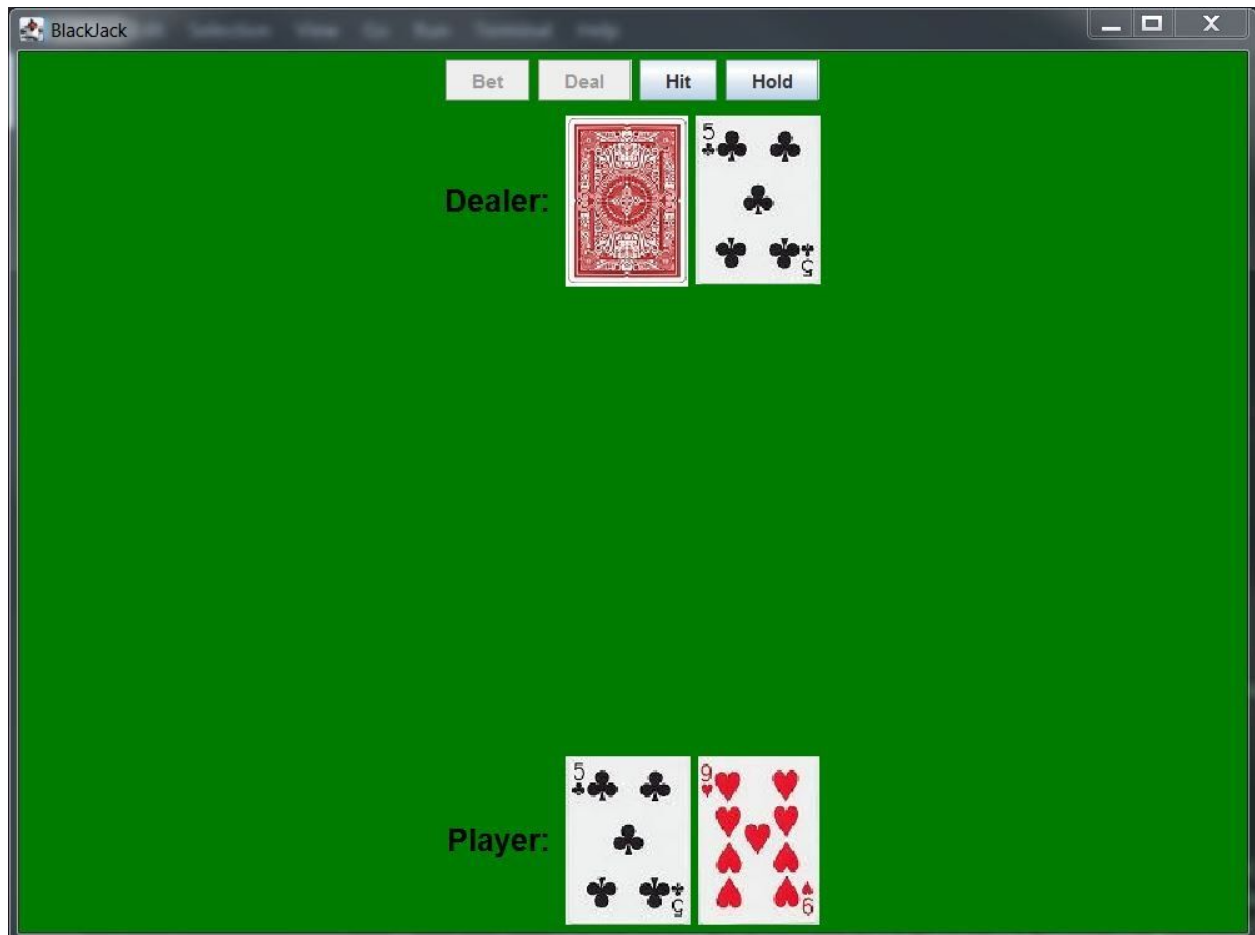
3.) successful login -> main menu. check acct or play?



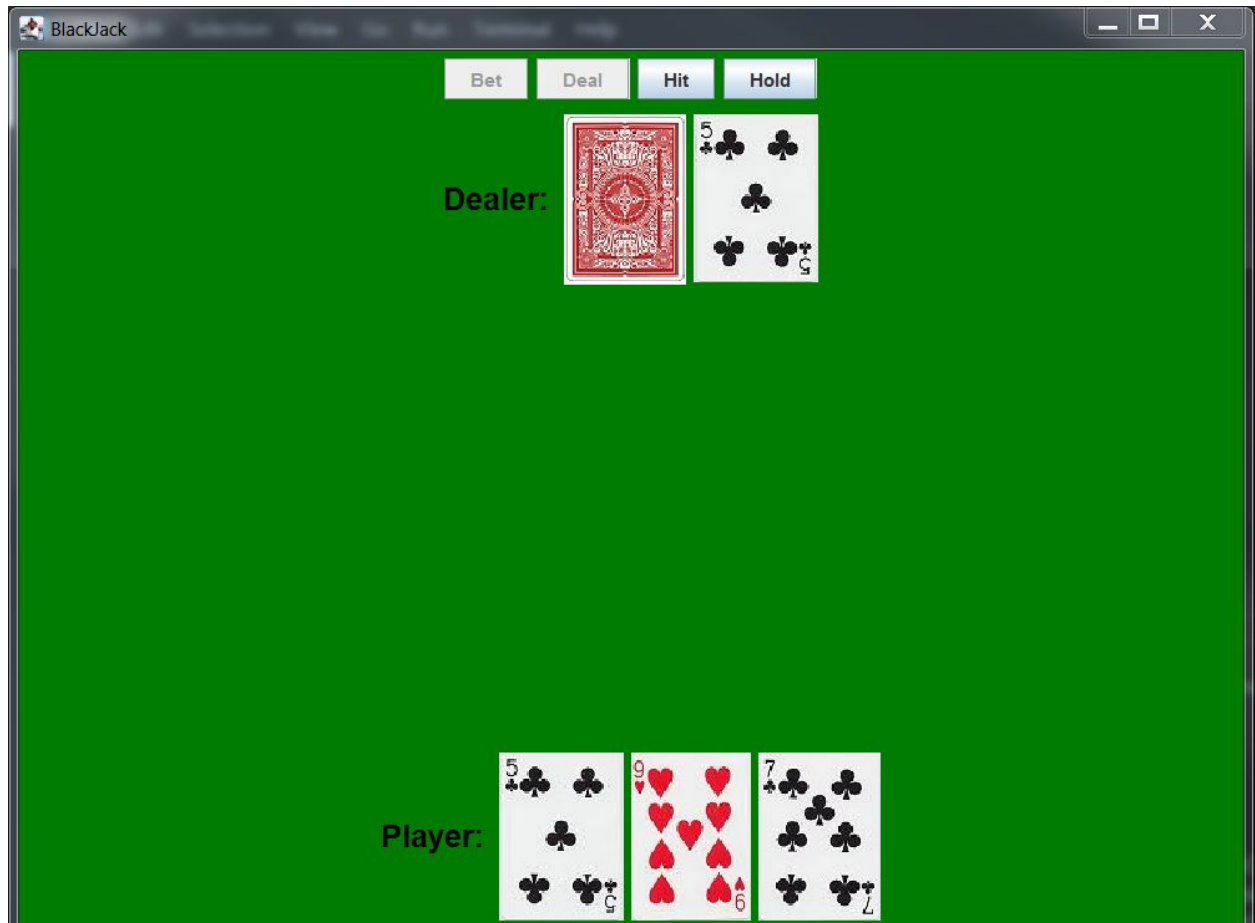
4.) Play game brings you to in-game gui where user must place bets before dealer deals.



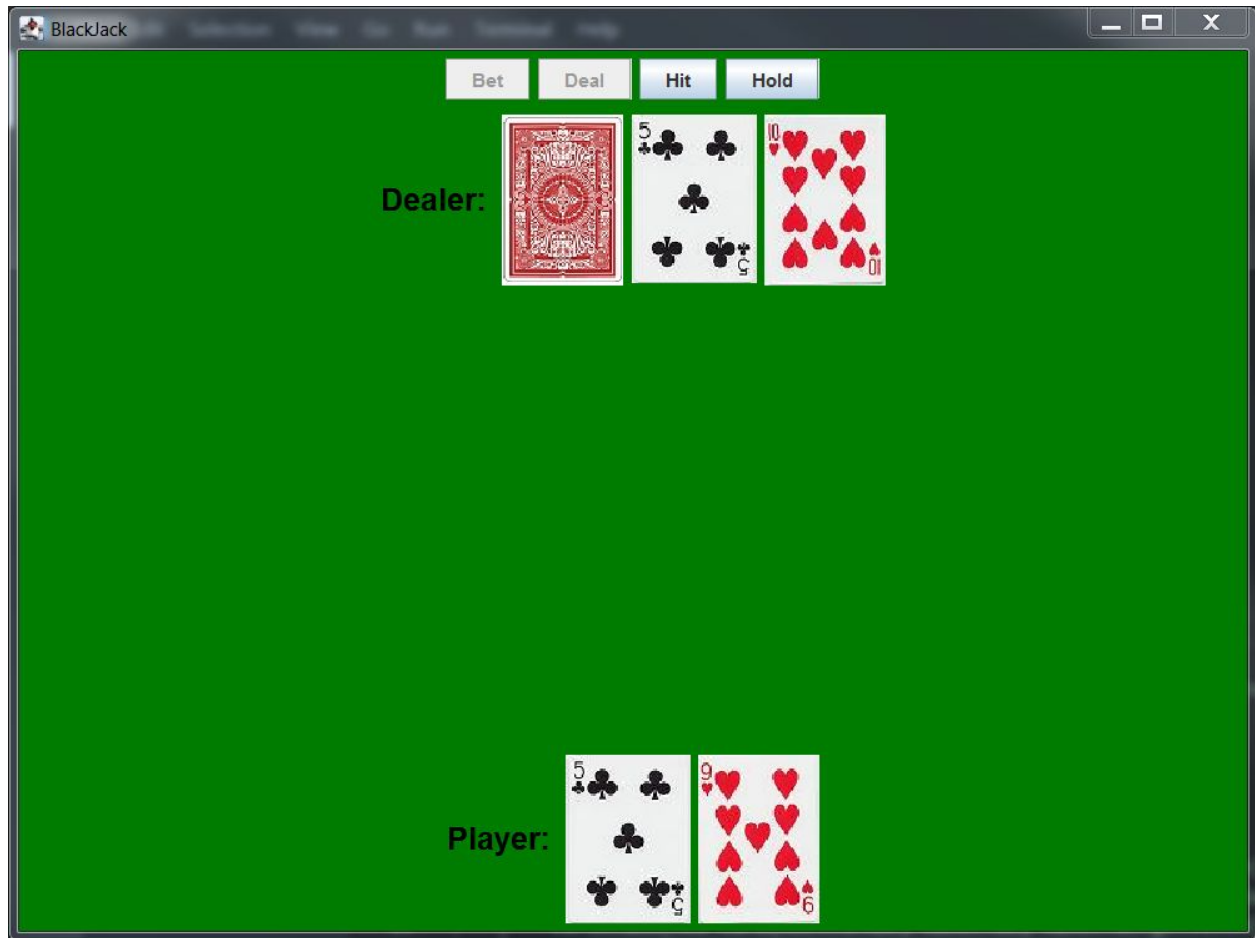
5.) after clicking “bet” and “deal”, cards are revealed.



6.) user can hit and draw a card



7.) user can hold and dealer draws



Website:

- Initial page is a login portal. User can enter their username and password and must match credentials in the database to be able to access their account page.

- [Log Out](#)
- [Account](#)
- [New User Reg](#)

BlackJack Log-In Portal

To log in, please enter the username and password you registered with.

Name:
Password:

Login

- After logging in, user can see their account details pulled straight from the database.

- [Log Out](#)
- [Account](#)
- [New User Reg](#)

Welcome to BlackJack!

You have successfully logged in. Your data is as follows:

User Id: 2
User Name: admin
Account Money: 2000

- new users can register to add their info to the database and play with their new account.

← → ↻ ⓘ localhost/blackjack/new_user_login.php

Google Docs Google Sheets Blackboard iper404 (Ivan P) Gi

- [Log Out](#)
- [Account](#)
- [New User Reg](#)

BlackJack New User Registration

Please input the information below to register.

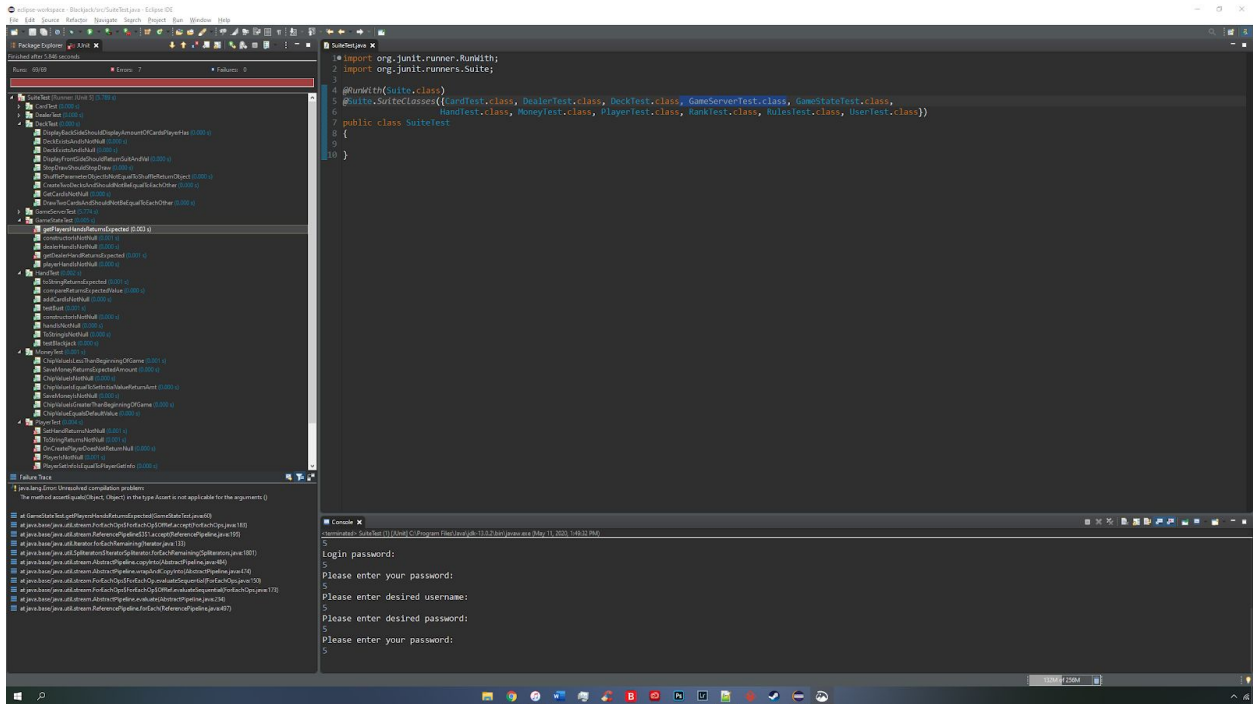
Name:

Password:

Login

Tests:

Avin's test screenshot of the suite












cardTest

CardTest			
> valuesEqualToGet	Passed	0.01s	
> ToStringReturnsNotNull	Passed	0s	
> setIsNotNull	Passed	0s	
> suitsEqualToGet	Passed	0s	
> rankIsEqualToGet	Passed	0s	
> testConstructor	Passed	0s	






dealerTest

DealerTest			
> setDealerIDIsNotNull	Passed	0s	
> setIsEqualToGet	Passed	0s	
> dealerIsNotNull	Passed	0s	
> setHandIsNotNull	Passed	0s	









deckTest

DeckTest			
> DisplayBackSideShouldDisplayAmountOfCardsPlayerHas	Passed	0s	
> DeckExistsAndIsNotNull	Passed	0s	
> DeckExistsAndIsNull	Passed	0s	
> DisplayFrontSideShouldReturnSuitAndVal	Passed	0s	
> StopDrawShouldStopDraw	Passed	0s	
> ShuffleParameterObjectIsNotEqualToShuffleReturnObject	Passed	0s	
> CreateTwoDecksAndShouldNotBeEqualToEachOther	Passed	0s	
> GetCardIsNotNull	Passed	0s	
> DrawTwoCardsAndShouldNotBeEqualToEachOther	Passed	0s	







gameStateTest

GameStateTest			
> getPlayersHandsReturnsExpected	Failed	0.01s	
> constructorIsNotNull	Passed	0s	
> dealerHandIsNotNull	Passed	0s	
> getDealerHandReturnsExpected	Failed	0s	
> playerHandIsNotNull	Passed	0s	






handTest

HandTest			
> toStringReturnsExpected	Passed	0s	
> compareReturnsExpectedValue	Passed	0s	
> addCardIsNotNull	Passed	0s	
> testBust	Passed	0s	
> constructorIsNotNull	Passed	0s	
> handIsNotNull	Passed	0s	
> ToStringIsNotNull	Passed	0s	
> testBlackjack	Passed	0s	

playerTest



PlayerTest			
> SetHandReturnsNotNull	Failed	0.01s	
> ToStringReturnsNotNull	Failed	0s	
> OnCreatePlayerDoesNotReturnNull	Failed	0s	
> PlayerIsNotNull	Failed	0s	
> PlayerSetInfoIsEqualToPlayerGetInfo	Failed	0s	
> GetCurrentMoneyReturnsExpectedValue	Passed	0s	

rulesTest

RulesTest			
> equalToZero	Passed	0s	
> equalToNotNull	Passed	0s	
> equalToOne	Passed	0s	
> equalToTwo	Passed	0s	
> notNull	Passed	0s	

usertest

UserTest

> setUserIsEqualToGet	Passed	0s	
> verifyLoginTest	Passed	0s	
> setUserNotNull	Passed	0s	
> parameterConstructorNotNull	Passed	0s	
> constructorNotNull	Passed	0s	
> setPassIsEqualToGet	Passed	0s	
> setPassNotNull	Passed	0s	