Casino: Feature Description

Dalip, Sumeet, Sarfaraz

The customer has asked our company to create a program that allows users to play poker and blackjack.

Breakdown:

* Main Menu: This part of the program allows the user to choose which game they want to play. It also allows them to access their banks, from which they can deposit money, which will then be converted to credit.
* Banks: This part of the program allows the user to deposit money for in-game credit through the National Bank of Toofly, and B2B Bank.
* Blackjack: This part of the program lets the user play blackjack against the dealer
* Poker: This part of the program lets the user play poker against 3 AI

Development Plan:

1. Chips Class: This class will store how many chips the player / AI currently has.
2. Deck Class: This class will store the decks, and allow cards to be pulled out of them.
3. Player Classes: There will be separate player classes for each game. These classes will handle all the possible actions the player / AI can make. These classes will also inherit from the chips class.
4. Game UIs: These classes will create the UI for each game. These classes will be independent and will use the player classes
5. Menu UIs: This class will create the menu that the user will first see. This class will open up the game UIs.