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**BLACKJACK DOCUMENTATION**

To play the game, load up the .cpp file in an C++ compiler and play the game on the console. The menu is simple and clear: ‘D’ is for a new deck/deal, the ‘Q’ button is to quit and exit the program and ‘H’ and ‘S’ is for hit and stay, respectively after one

Blackjack’s rules are well known and straightforward: Each face card is worth 10 pts., an ace is worth either 1 pt. or 11 pts. And otherwise, each card is worth it’s number value. If one meets 21 pts., they win and if they exceed, the player automatically loses. And if the dealer has a “soft 17,” then the dealer must hit regardless of his personal wishes. Otherwise, if the dealer has a higher point total than the player, the dealer wins.

The first big section of code in the program handles the blackjack game, the dealer’s hand and the player’s hand while the second section handles the bank—and the player’s wallet. There is technically no real way to win unless you get the bank down to zero.

There are some limitations: First, the development team did not program in a split function—for those unfamiliar with that term, it means you split your two cards and you play two hands of blackjack at once. The other is that we only play with one pack at a time. Likewise, the used cards by player and dealer are kept out of circulation until a new pack of cards/data is opened. Also, no doubling down either.

Please enjoy the many hours of amusement that our blackjack game will give you. And don’t worry about endless screen printouts as the screen will clean itself with each deal.