

# CSC 667 - Internet Application Design and Development

## Summer 2019

### “Hit Me” - Blackjack Web Application

#### Team 05

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#### Milestone 1

Due Date: June 25th, 2019

## **Declarative Statement:**

Our team will be making a web application that allows users to login and play virtual blackjack by themselves or against other players, while having the option to communicate as well.

## **Project Proposal:**

We decided to make a web application called “Hit Me”. Our application will simulate a blackjack card game. We will be hosting our game on a web server with a user-friendly UI, accompanied by a Python backend. Hit Me will be able to host multiple sessions at the same time so that all registered users can play by themselves, or join an existing game.

Our team has unanimously committed to implement the following functions within our web application:

### **“Hit Me” Features:**

- Users shall be able to register and login.
- Users shall be able to create a new game and play against the dealer.
- Users shall be able to join an existing game to play with other users.
- Users shall be able to hit, stay, split, or leave-game within the gameroom.
- Users shall be able to chat in a game room only chat.
- Users shall be able to chat in a global only chat.
- Users shall be able to access a learn how to play/rules of the game reference page.

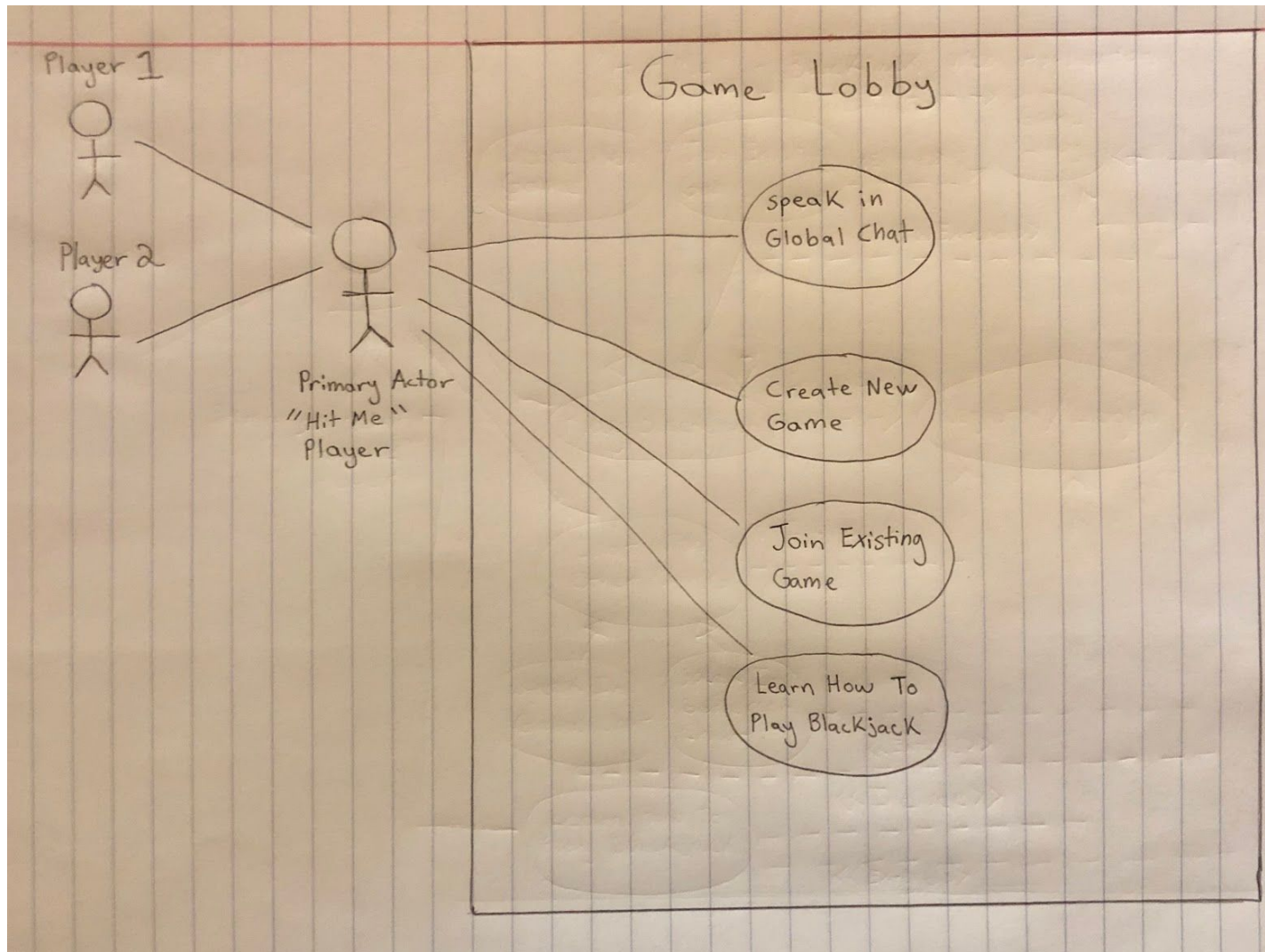
### **List of preliminary technologies (Software Stack):**

- Server Provider : AWS
- Web Server : NGINX
- Server Side Language : Python
- Framework : Django
- Frontend Technologies : Bootstrap

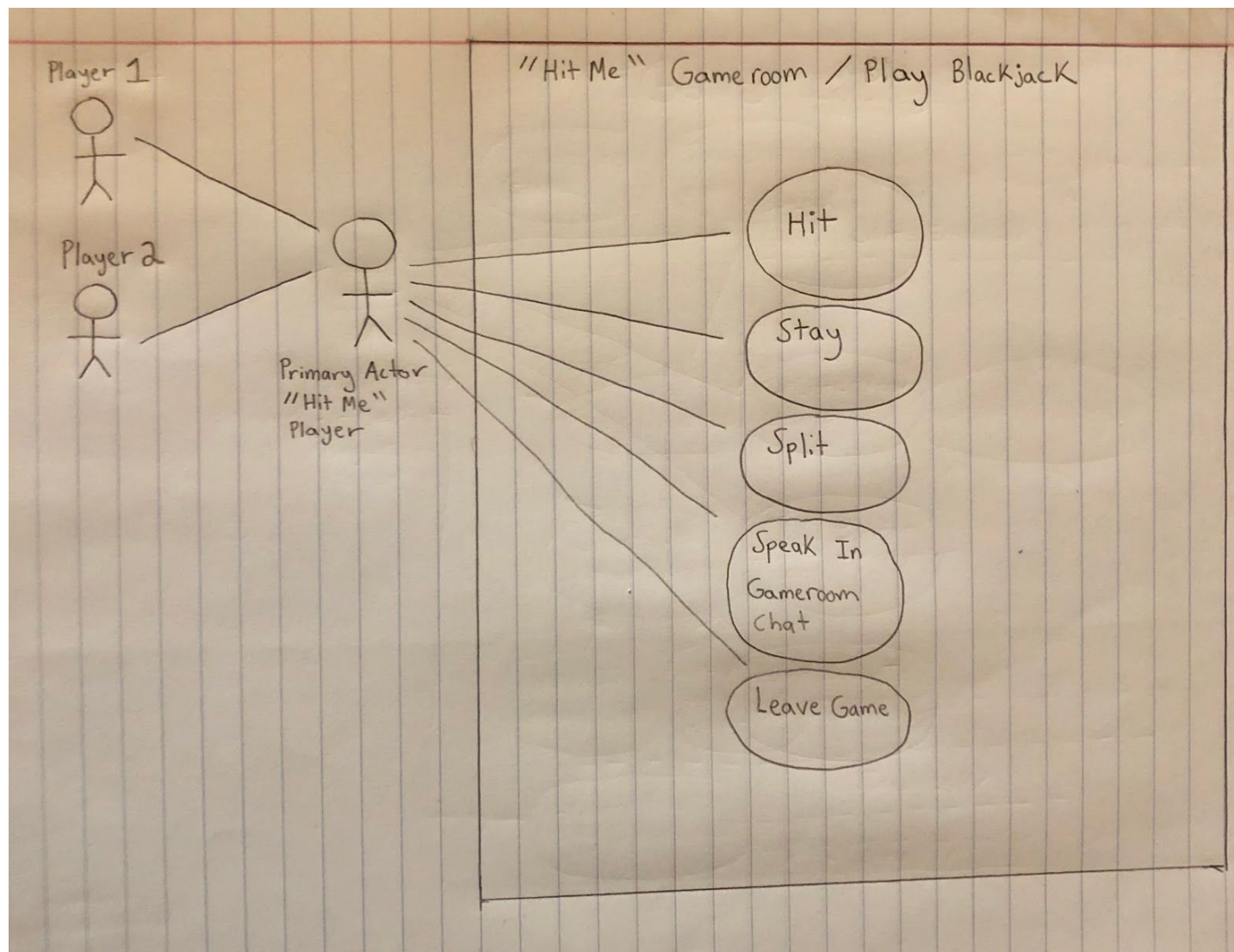
### **List of Team Responsibilities:**

Zaur Melikov - Team Lead/Milestone Editor/Frontend Team  
Jackie Shan - Frontend Team Lead  
Chaitali Kalra - Backend Team Lead  
Beibei Jiang - GitHub Master/Backend Team  
Rajdeep Riar - Frontend Team

## Main Use Cases:

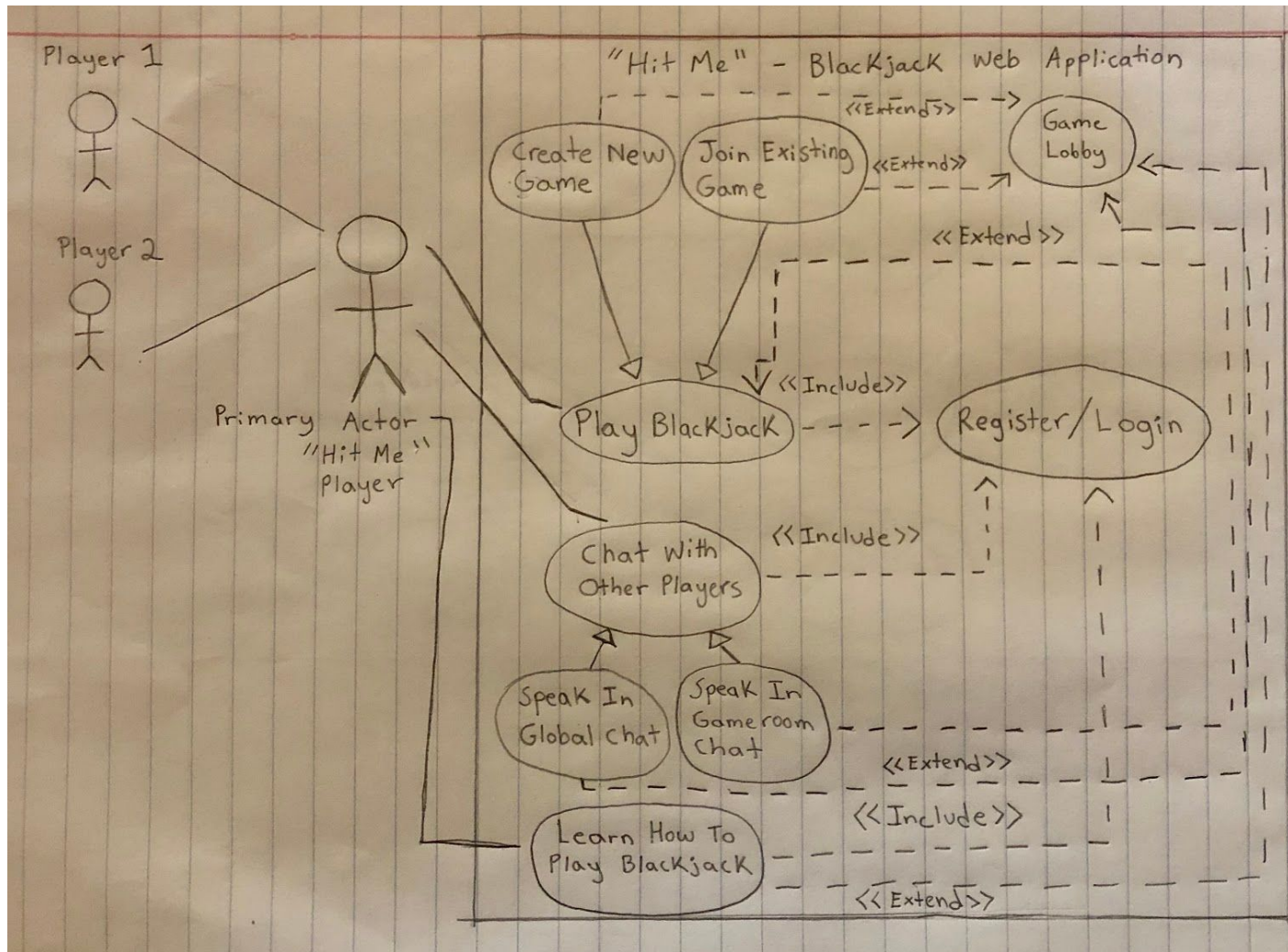


Within the game lobby, a "Hit Me" player has the option to: Speak in the global only chat, Create a new game with just themselves and the dealer, Join an already existing game and play with others, or Access a learn how to play blackjack reference page.



Within the "Hit Me" gameroom, players will be presented with the following options that they can pick from during the game: Hit/ ask for another card, Stay / keep your current hand of cards the same, Split/ divide their hand of cards into two separate hands, Speak in the gameroom with other players in the same game instance, or Leave the game entirely.





The entire "Hit Me" web application is demonstrated in this final use case. The functionality of both the Game Lobby and Gameroom are summarized by the "Game Lobby" and "Play Blackjack" bubbles. There are also generalized cases that the player has access to such as "Chat with other players" and "Play Blackjack", which are further broken down by the bubbles pointing to them. Finally it is assumed that in order to access these features, one must be a registered user, which is why all features have an include arrow pointing to the "Register/Login" bubble.

GitHub Repository: <https://github.com/csc667/csc667-su19-Team05.git>

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Collaborators

	Anthony asouza88	Admin	×
	jshan430	Write	×
	ZaurMelikov		×
	rajriar	Write	×
	chaitalikalra	Write	×
	beibei jiang bessiejiang	Write	×

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