

CSC 667 - Internet Application Design and Development

Summer 2019

“Hit Me” - Blackjack Web Application

Team 05

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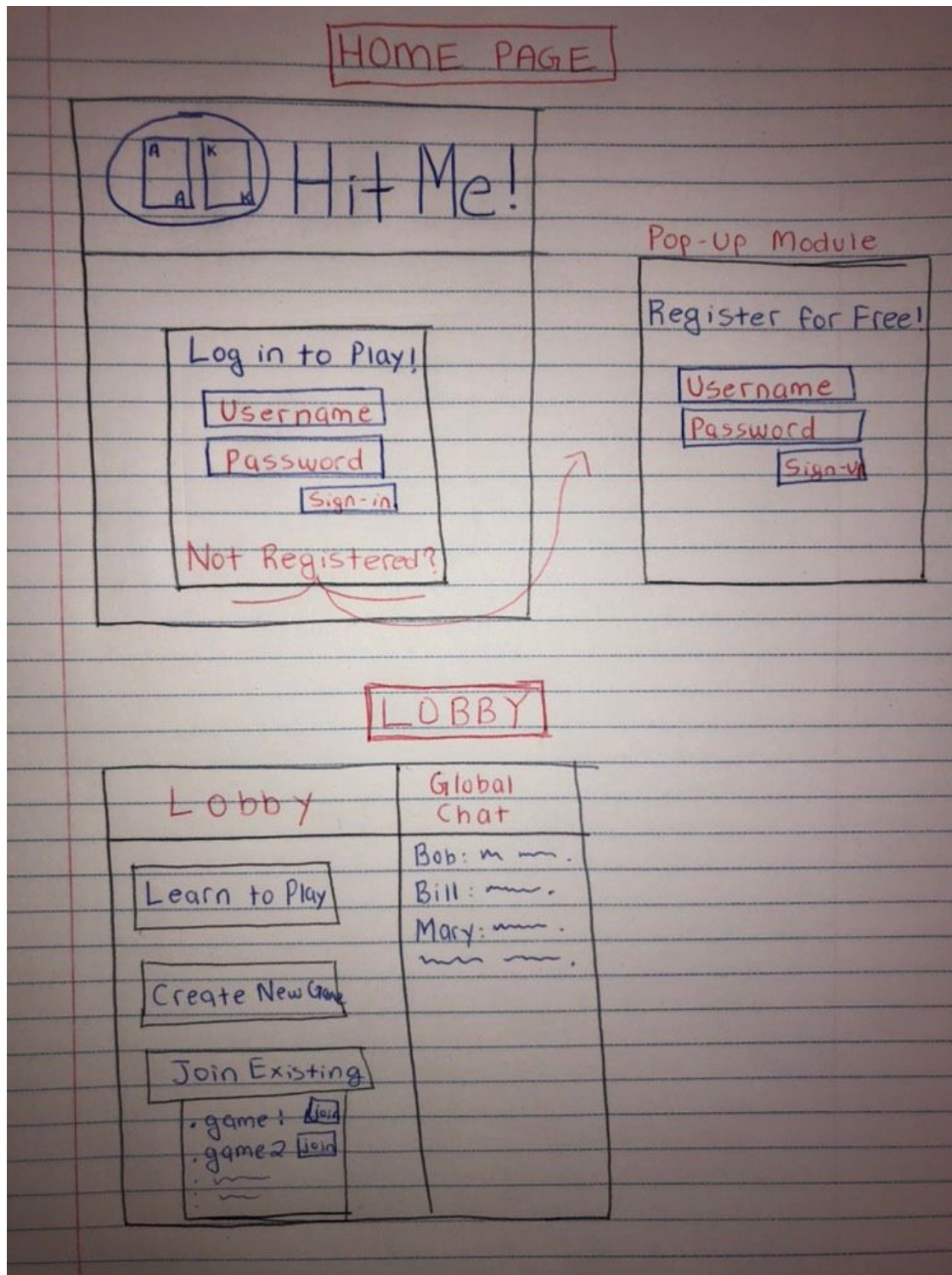
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Milestone 2

Due Date: July 5th, 2019

Wire Frames:



LEARN TO PLAY

Hit

— m m m
m m

Stay

— m m
m m

Split

— m m m

double Down

— m m m
m m m

GAME ROOM

Dealer

K
K

Q
Q

J
J

BUST!

8
8

6
6

Hit

Stay

double-down

Player 1

game Room Chat

Player 2

J
J

J
J

Hit

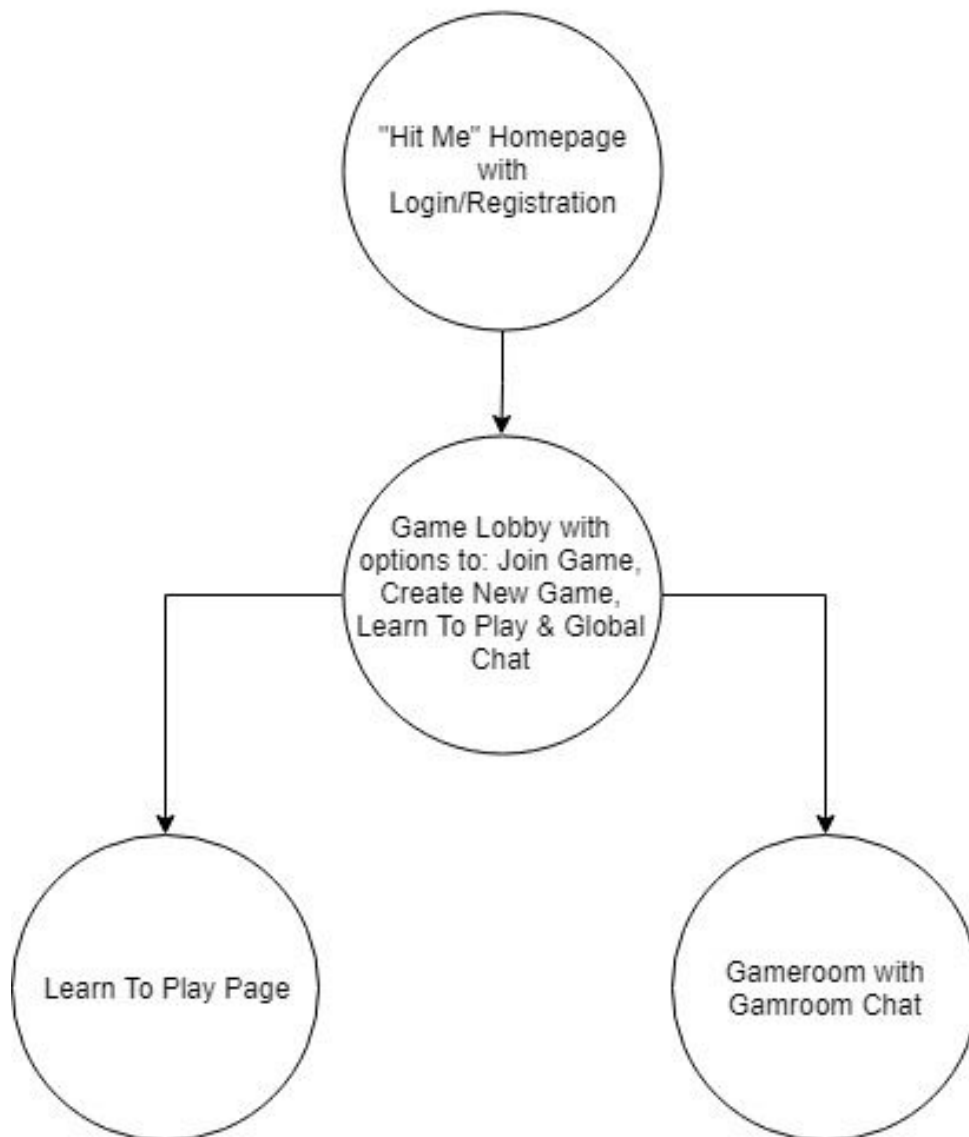
Stay

Split

Double

Site Map:

"Hit Me" Website Map



Software Stack:

List of preliminary technologies (Software Stack):

- Server Provider : AWS
- Web Server : NGINX 1.14.0
- Server Side Language : Python 3.6.8
- Python WSGI HTTP Server: Gunicorn 19.9.0
- Framework : Django 2.2.2
- Frontend Technologies : Bootstrap

Link to Hello World Page:

<http://ec2-54-193-21-163.us-west-1.compute.amazonaws.com/>

List of Database Entities:

- "Hit Me" Registered user
 - Username
 - Password

List of Features (Jack):

- Users shall be able to register
- Users shall be able to 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.