

Final Project Proposal  
**A House Of Cards**

Our project is a casino simulation, involving various styles of card games, a gambling system, and many other potential features, like a slot machine game, and a semi-intelligent computer opponent that is responsive to inputted text. It will incorporate a group of subclasses that represent different card games, such as Blackjack, Texas Hold'em, Crazy Eights, and Bluff under the Superclass CardGames. The user will be able to interact with a computer opponent that can play at different difficulty levels, and the games can be played with certain stakes, so that the outcome of these games will affect the balance of a "bank account" that the user will have throughout their casino experience.

Our first priority is to get the CardGames superclass to work, followed by getting the computer-generated opponent in tip-top shape, and finally adding in the little things(such as betting money, minigames, and other cool little bells and whistles).