Planning and Specification

As a user, when I visit the web application, I expect to see an option between loading a previous game or starting a new game

* Create a React component and HTML elements for the landing page of the application
* Create button for starting a new game
* Create input field and accompanying button for loading a previous game

As a user, when I press the button to start a new game or input the Game ID and press the button to submit, I expect a game to be started and a Game ID to be presented to me

* Create a REST endpoint in the backend service to create a new game to be sent to the frontend UI
* Add callback functions to the buttons and input fields to facilitate the REST service between the frontend and the backend

As a user, after I input the Game ID or start a new game, I expect the game to begin by allowing me to place a wager

* Create a React component representing the betting phase of the game to allow the user to make a wager.
* Add buttons for increasing and decreasing the wager
  + The user should not be allowed to place a wager above their current jellybean total or below 0
  + The value should stop counting up/down when the user attempts to surpass either limit
* Add button for starting the game play phase
* Add functionality to the component to allow the user to place an appropriate bet nad begin the game

As a user, when the game starts, I expect to see two cards dealt to me, the total points for those cards, and an option to hit or stay. If I press ‘hit’, I expect to see an additional card dealt to me. If I press ‘stay’, I expect the dealer’s hand to be revealed and the game to end.

* Create a React component for the game play phase
* Create a React component that will represent the cards to be displayed to the user
* Add a view to show the user their current card total
* Add buttons to allow the user to hit or stay
  + If the user choses to hit and it causes the user to bust, the dealer hand should be shown and the game should end.
* Add the functionality to the component to allow the user to play the game
* Once the game has ended, a new game should automatically be created on the backend
  + Create a REST API that will hit the endpoint on the backend to create a new game for the current user

As a user, I expect to be presented with a message of whether I won, lost, or tied with the dealer. I also want to be given the option to continue playing

* Add functions to determine the win status of the user and present the status upon the game’s completion
* Add button to allow the user to start a new game