User Guide: Blackjack

Using TCPServer, and TCPClient

Information

Developers: Kayla Boyer and Matt Drewitt

Version: 1.0

Category: Games, Gambling

Developer Info

Utilizing TCP protocol this client server application houses the bulk of the logic server side as the client makes calls to get and send what it needs as the game proceeds.

Description

This blackjack console game allows you to play against the dealer, and amongst other players with the same dealer.

Rules

- You can only bet full credits
- You cannot bet more than your total credit amount
- The dealer always takes precedence (casino house rules)
- dealer hits until greater than or equal to 17
- splitting only possible on first turn
- if you wish to quit press "q" and you will be finished with the blackjack game.

Game Sequence

- You enter the game and are asked to make a bet before your initial hand of cards are given
- You are given two card and are also informed of other player's in the game's cards as well as the dealers cards
- You are given move options based on your cards, possible options include;
    - HIT, STAND, DOUBLE DOWN, SPLIT
- After a possible move is chosen you are presented with your next set of options

- All other players then bet and make turns as well before the dealer hits.
- the dealers hits until he hits greater than 17
- Game results are shown
- If you have any credits left you will be asked to bet again.