

Project: Blackjack
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Mobile Application Development

Creative Brief:

Description:

Blackjack is a very widely played casino game. The app is intended to be a mobile version of the game. It's a card game, and would be beneficial to anyone who doesn't have playing cards but has a iOS device. The game is played against the dealer (in this case the CPU). The cards are dealt one by one to the player and the dealer and whoever gets more than 21 in total loses the game. There would be a track of number of wins and losses for the player.

Inspiration:

The last time I was in Vegas, I was 20 and a half years old. As a result, I wasn't even allowed near a casino. It was a very depressing (not as depressing, though) moment for me and now I want to make this app for all those 20 and halves out there! But could also be used by anyone, since it involves no actual money and is only for learning or fun purpose.

Goal:

To build the game with all the required functionality for a 1 player blackjack game. The app should be self guiding, intuitive and user friendly. User should not require any tutorial to roll with the ball (in this case cards). The buttons and design should be self-explanatory and the user should be able to enjoy the interface as much as the game itself.

Intended Audience:

The app is aimed to be played by anyone and everyone with an iPhone and who has an interest in playing card games or blackjack. Any age group from 5-85 should be able to understand and play the game.

Prelim Design:

