Project: Blackjack
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Mobile Application Development - Grad Project

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. Their would be a track of number of wins and loses for the player.

Goal:
The version 2 of this app would include the data persistence capabilities. The player(or user) would be able to login to the app using their credentials and the number of wins/loses in the player's account would be retrieved from the database. The user should be able to create an account (Sign up) or play as a guest (without signing in) or will be allowed to sign in, if user already has an account. If the user plays as a guest, then the wins scored in that session will not be recorded. Data could be stored in Firebase database(or any other database). The app should be self guiding, intuitive and user friendly.

Stretch Functionality:
In the UI part, arrangement of cards partly on top of each other will be implemented for better look and feel of the game. Internet connection could be required to connect to the Firebase database, therefore if data retrieval or authentication takes time, then local data storage would be preferred.

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.

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.

Design: