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CS 701 Rich Internet Application

Final Project – Blackjack Application

Naija Blackjack is an application that gives college students a more accessible way to relieve their stress by playing an innocent game of blackjack. You need blackjack in your life especially after or during finals. Users can learn how to play the game, and view their highest score after playing, it also allows them to save to their local storage and load their previously saved game.

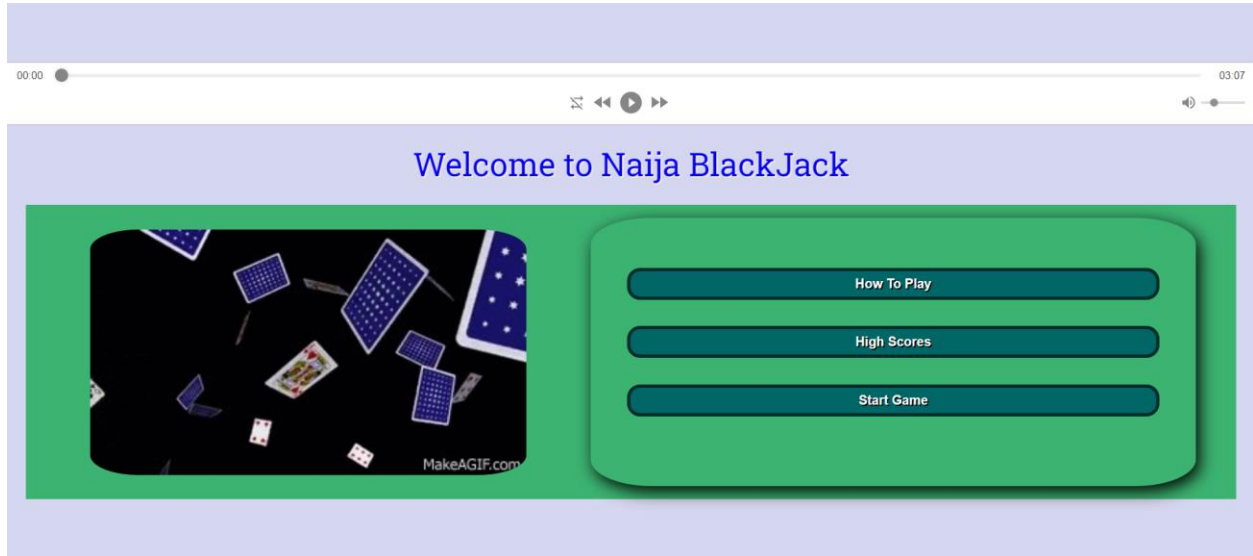
Core technology used for this application: **React, Styled-components, HTML5, LocalStorage, JSON, SVG.**

Code Organization:

Three folders:

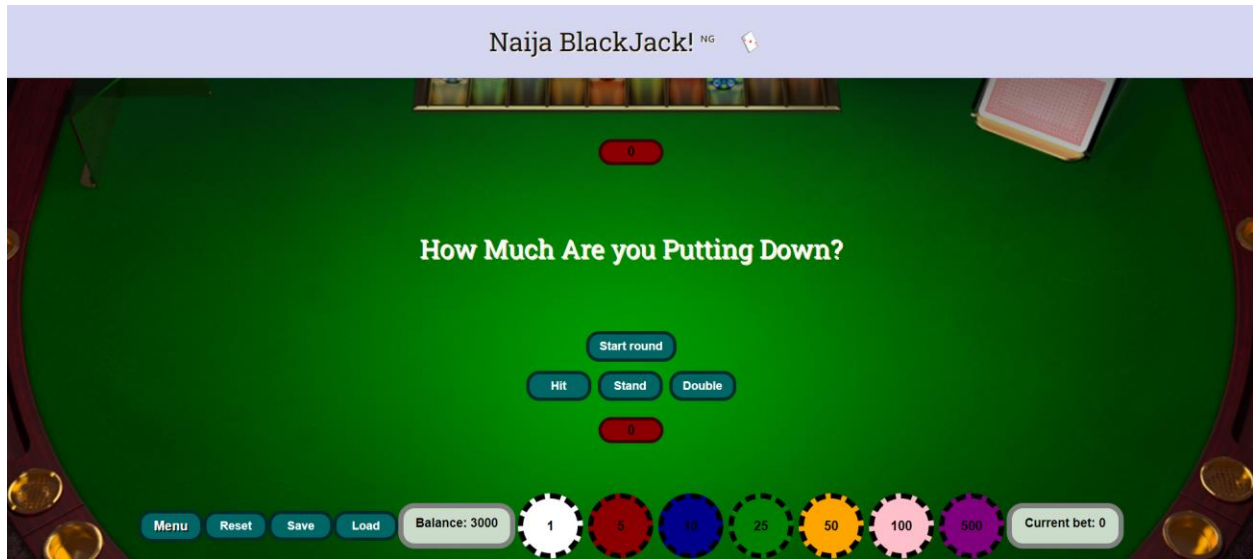
- Assets folder: hold the styling on the application and the images used within the application.
- Component folder: hold my keys component files that will be used throughout the application. For example:
 - o DeckOfCardsAPI.js holds the variable being drawn for the Deck of Cards API (<https://www.deckofcardsapi.com/>) website.
- Pages folder: hold the pages created for the application. For Example:
 - o Rank.js holds the user's ranking data in the application.
 - o Rules.js holds the rules of the application.
 - o MainScreen.js holds intro information of the application. What the user's first see when they run the program
 - o BlackjameGame.js holds the overall gaming information for the application.

GUI:

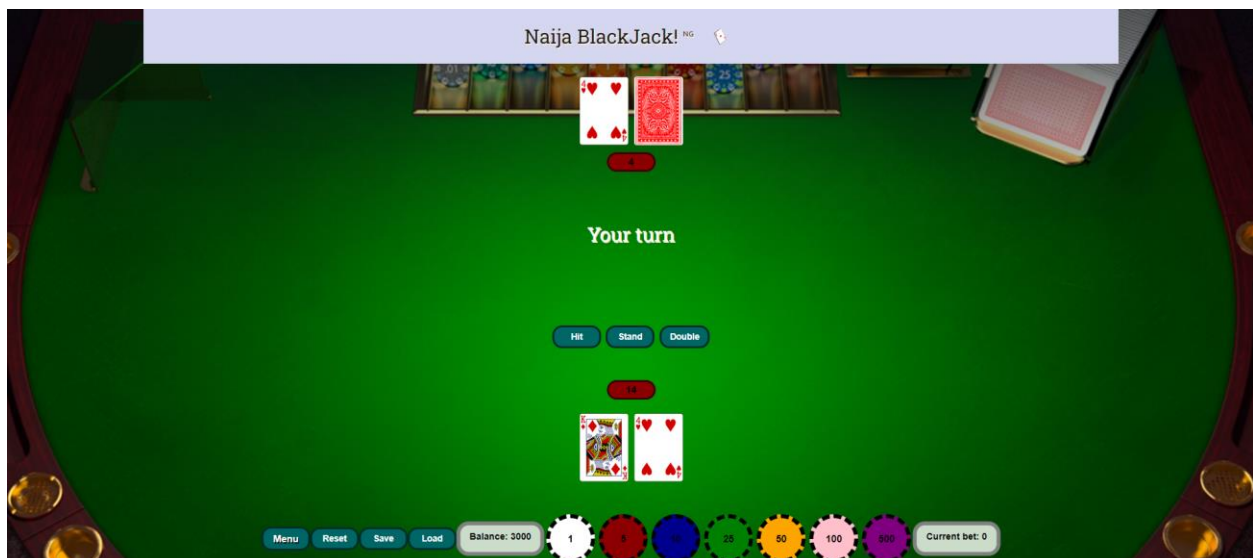


- There are currently three function buttons: 'How to Play', 'High Scores', and 'Start Game'
 - 'How To Play': allows users to view the rules of the game. Routes them to the 'rules' page
 - 'High Scores': allows users to view their rankings as they play the game. Routes them to the 'rank' page
 - 'Start Game': is the overall set of the game which allows users to play the game itself. Within the game, they are given the options to visit the Main Menu again, reset their game, save their current game, or load their previous game. Routes them to the 'game' page.

When the user clicks on the 'Start Game' button, they are redirected to the game page.

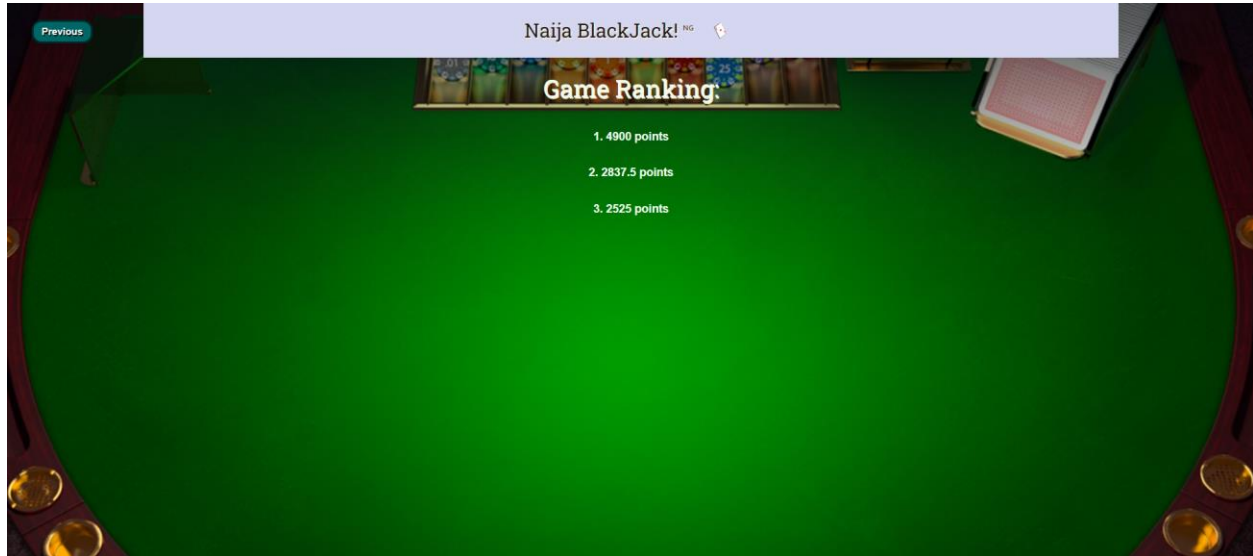


- When the user clicks on 'Start Round' within the game, the DeckOfCards API being used will fetch the cards by composing a new set of cards, shuffling, and drawing the cards.



- The user can now see their cards and the amount is given to them. They are also given the option to 'Hit', 'Stand' or 'Double' their card.
- When the user clicks the button to save their game, the data will be saved into the local storage.
- When the user clicks the button to load their game, they are retrieving the information/data back from the local storage.

- They are also giving the option to ‘Reset’ their game. When the user resets the game, it gives them a new set of cards thereby saving brand new data in their local storage.



- When the user views their high scores, the results saved onto the local storage data will then be displayed on the ranks page.