

Project 5 Description

Team 24

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4 Player Blackjack

For Project 5, the game that we have decided to implement is a 4 Player game of Blackjack. The languages and frameworks that we are going to be using are Java and JavaFX. How our implementation will work is that the game will start only if there are 4 clients connected. The dealer will essentially act as the “server” and will handle all of the functionalities that a dealer would do (e.g. dealing cards, shuffling deck, distributing winning pot to the winner, etc.). The clients (players) will connect to the server and when the required number of players is met, the game will start. Each client will have their own point of view of their hand and all the necessary GUI elements that will allow them to make decisions based on what cards they have and what the dealer has (e.g. Draw another card [hit?], insurance? [if dealer starts off with an Ace], make bets etc). Each player will have a starting balance of \$100 and they are able to make a bet of a certain amount they so choose. Once a player hits \$0, they are out of the game and are unable to play. We have created a mock GUI to visualize how we want our game to look like:

