Info W18-1

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Project Summary

For our first project, I designed a very simple game – Blackjack. As begin to run the program, a player needs to insert a name. After doing that, these four options would be shown on the screen: get chips, play the game, check balance, and quit. When the player makes the selection, he or she can just simply follow the instruction using the number 1 or 0 to indicating “yes” or “no”, as well as “hit” and “stand”. After we get credits, the player is required to make a bet at least 1 credit. It is a game specifically designed for new players, so in order to minimize their calculation time, as finished making a bet, a notice would appear and asking whether the player needs the computer to calculate the value of the cards in hand. Certainly, if a player wants to calculate by himself/herself, then hit 0. After making the selection of easy mode, it’s time for the game. Both player and the computer would get two cards, while the computer only shows one of the cards to the player. By press hit or stand, the result of winning or losing has posted, and the player has the chance to chose whether he or she wants to start another game. Overall, like I said, it is a pretty simple Blackjack game especially designs for new players. So in order to not confuse the players, I didn’t include the “split” in it. In fact, for professional gamers, or people who have watched the movie ‘21’, there is a trick in this game. There is only one deck of cards, which is 52 cards in the deck, and it will not be reloaded until the number of cards is equal to one. As a result, if one knows how to calculate the plus/minus value of the cards like they did in the movie, he or she would have the great chance to win the game. Indeed, it is a great challenge as well. When I play this game, since I don’t know how to count cards, I lose way more than I win. As thing go on like this, I learn to convince myself that, don’t be mad, it’s how gamble works.

When I write this project, I come across lot difficulties. It is a challenge for me to adding numbers of condition clauses, as well as varies of function to the different class. The challenge requires my deep understanding of the overall project and at the same time having the ability to manage the logic for the entire project. In addition, the greater challenge for me is that due to the randomly shuffled mode of the cards, each time caused a different result. So it is impossible for me to easily test those if clause I wrote. I have to keep playing the game again and again, until getting the appropriate cards for me to test if clauses. Moreover, sometimes I did wrong on writing condition. So I have to correct it and continue playing over and over until the new condition finally works. It’s not only a challenge for me on the coding and logic level, but also for my psychological quality.

All in all, it is my first time to design a game by using coding. I thought it was pretty cool that seeing my program finally works. In the future, I want to design a gambling game, in which including all the gamble games that a real casino has, like roulette and Baracat. In this way, I can enjoy gambling without going to the casino.