# Insight requirements (V1)

## Programming in Java language

## Involve single player and single dealer

## Implement BlackJack basic action like hitting and standing

## The player start with 100 chips

## The minimum chip for each hand is 1

# BlackJack rules requirements (V1)

## Between one and eight standard 52-card decks are shuffled together

## At the beginning of each round, the player place his bet in the betting box

## Dealer deals an initial hand of two cards visible to the player

## The dealer’s hand receives its first card face up, and the second card face down

## If the dealer’s hand makes a blackjack he reveals his hand

## The player is told to make a choice:

## to hit (add card)

## to stand (end turn)

## to double ( double wage, take a single card and finish)

## to split\* (if the two cards have same value, separate them to make two hands)

## to surrender (give up half-bet and retire from the game)

## Number cards count as their natural value, face cards count as 10, aces are values as either 1 or 11 according to the player choice.

## If value exceeds 21 pts it bust and bet are immediately forfeit

## At the end of the turn, dealer reveals his hand

## He draws cards until the hand busts or achieves a value of 17 or higher (including an Ace)

## If the dealer busts the player win his hand

## If not, the player wins only if his hand is higher and loses if its lower

## In case of a tied score bet are return

## Wins are paid 1:1 and blackjack are paid one-and-half

# User Interface (V1)

## Use command windows

## Windows frame display the available players chips and the amount game bet

## Windows frame display the table cards and the score

## [1]…[10]

## [J] [Q] [K] [A]

## [\_]

## Each turn player are showed enable commands

## Input are predefined Keystrikes

## h: hit

## p: pass

## d:double

## s: surrender

## d: split

## Result of the round are displayed in the center:

## YOU WIN!

## YOU BUST!

## TIE!

## YOU LOSE!

## At the end of the game display Score and ask for continue or quit.

## C: continue

## Q:quit



