Blackjack wireframe

Game Rules

Goal: Beat the dealer by getting a hand as close to 21 as possible, without going over 21. A blackjack occurs when you get one ace and one 10 point card, without having split the deck first.

Gameplay: The dealer will give 2 cards to themself and 2 cards to you. The dealer's second card will be played face down. You can choose to either hit (receive more cards) or stand (move on to the next hand). You can hit as many times as you choose so long as your deck is under 21.

Card Values: Queens, Kings, and Jacks are worth 10, pip cards are worth their face value, but Aces can be worth either 11 or 1. In this game Aces can either be 1 or 11

??Splitting Pairs:(optional) If you receive 2 cards of the same face value, you may choose to split your pairs and play each hand separately. At this table, you can only split once. After you split, one new card will be dealt to each hand then you can choose to either hit or stand for each hand accordingly.

Betting: Bets must be placed prior to playing. After receiving your first 2 cards, you can choose to double down (optional) (double your original bet). After your next move, you can no longer choose to double down.

Payout: Payout is 1:1 unless you get a blackjack. For a blackjack, payout is 3:2.

Who plays:

 A player plays against the dealer. The dealer is the computer

Layout:(UI Design)



Face

Down

card

card

DEALER

RULES

RESET

facedown

DOUBLE down bet(opt)

card

HIT

STAND

card

Player:

Pseudocode:

Generate cards function

Shuffle cards function using math.floor(math.random)

EventHandlers for all the buttons

Shuffle the deck of cards after user hitting reset button

Maybe a modal for rules?

Bet can be constant or customized?

Want to implement the game using flexbox