controllers/game.php

<?php

defined('BASEPATH') OR exit('No direct script access allowed');

class Game extends CI\_Controller {

public function \_\_construct() {

parent::\_\_construct();

$this->load->helper('url');

$this->load->library('session');

$this->load->database();

}

public function main() {

$this->insertCard();

$this->load->view('main');

}

function insertCard() {

$symbol= ['C', 'D', 'H', 'S'];

$cards= [];

for ($i= 2; $i<=9; $i++) {

$cards[]= $i.'C.png';

$cards[]= $i.'D.png';

$cards[]= $i.'H.png';

$cards[]= $i.'S.png';

}

foreach ($symbol as $key => $value) {

$cards[]= 'J'.$value.'.png';

$cards[]= 'Q'.$value.'.png';

$cards[]= 'K'.$value.'.png';

$cards[]= 'A'.$value.'.png';

}

if (empty($this->db->get('card')->result())) {

foreach ($cards as $key => $value) {

$data= [

'name' => $value,

'value' => substr($value, 0, 1),

'taken' => '',

'status' => 1

];

$this->db->insert('card', $data);

}

}

}

public function selectPlayer() {

$player= $this->input->get\_post('player');

$update['selected']= 1;

$update['turn']= '';

if ($player == 'Player 1') {

$update['turn']= 1;

}

$this->session->set\_userdata('player', $player);

$this->db->where('name', $player)

->update('player', $update);

}

public function selectedPlayer() {

$players= $this->db->get\_where('player', ['selected' => 1])->result();

$data['players']= $players;

$data['selected']= $this->session->userdata('player');

$data['count']= count($players);

echo json\_encode($data);

}

public function readyPlayer() {

$player= $this->session->userdata('player');

$this->db->where('name', $player)

->update('player', ['ready' => 1]);

}

public function allPlayerReady() {

$count= count($this->db->get\_where('player', ['ready' => 1])->result());

echo json\_encode($count);

}

public function getDataPlayer() {

$data['selected']= $this->session->userdata('player');

$data['turn']= $this->db->get\_where('player', ['turn' => 1])->row();

$data['players']= $this->db->get('player')->result();

echo json\_encode($data);

}

public function takeCard() {

$extra= $this->input->get\_post('player');

$player= $this->session->userdata('player');

$turn= $this->db->get\_where('player', ['name' => $player, 'turn' => 1])->row();

$rand= array\_rand($this->db->get\_where('card', ['taken' => ''])->result());

$card= $this->db->get\_where('card', ['taken' => ''])->result()[$rand];

if ($extra == '') {

if (!is\_null($turn)) {

$this->db->where('name', $card->name)

->update('card', ['taken' => $player]);

}

} else {

$this->db->where('name', $card->name)

->update('card', ['taken' => $extra]);

}

echo json\_encode($card);

}

function stopCard() {

$player= $this->session->userdata('player');

if ($player == 'Player 1') {

$this->db->where('name', $player)

->update('player', ['turn' => 0]);

$this->db->where('name', 'Player 2')

->update('player', ['turn' => 1]);

}

}

public function getSelectedCard() {

$player= $this->session->userdata('player');

$turn= $this->db->get\_where('player', ['name' => $player, 'turn' => 1])->row();

$card= $this->db->get\_where('card', ['taken !=' => ''])->result();

if (!is\_null($turn)) {

$this->db->where('taken', $turn->name)

->update('card', ['status' => 1]);

if ($player == 'Player 1') {

$this->db->where('taken', 'Player 2')

->update('card', ['status' => 0]);

} else if ($player == 'Player 2') {

$this->db->where('taken', 'Player 1')

->update('card', ['status' => 0]);

}

} else {

if ($player == 'Player 1') {

$this->db->where('taken', 'Player 1')

->update('card', ['status' => 1]);

$this->db->where('taken', 'Player 2')

->update('card', ['status' => 0]);

} else if ($player == 'Player 2') {

$this->db->where('taken', 'Player 1')

->update('card', ['status' => 0]);

$this->db->where('taken', 'Player 2')

->update('card', ['status' => 1]);

}

}

$card= $this->db->get\_where('card', ['taken !=' => ''])->result();

echo json\_encode($card);

}

public function countTotalCard() {

$player1= 0;

$player2= 0;

foreach ($this->db->get\_where('card', ['taken !=' => ''])->result() as $key => $row) {

if ($row->taken == 'Player 1') {

if ($row->value == 'J' || $row->value == 'Q' || $row->value == 'K') $player1+= 10;

else if ($row->value == 'A') {

if ($player1+11 > 21) $player1+= 1;

else $player1+= 11;

} else $player1+= $row->value;

} else if ($row->taken == 'Player 2') {

if ($row->value == 'J' || $row->value == 'Q' || $row->value == 'K') $player2+= 10;

else if ($row->value == 'A') {

if ($player2+11 > 21) $player2+= 1;

else $player2+= 11;

} else $player2+= $row->value;

}

}

if (!is\_null($this->db->get\_where('player', ['name' => 'Player 1', 'turn' => 1])->row())) {

if ($player1 == 21) {

echo 'Player 1 win!';

$this->setScore('Player 1', 10);

$this->setScore('Player 2', 0);

} else if ($player1 >= 21) {

echo 'Player 1 lose!';

$this->setScore('Player 1', 0);

$this->setScore('Player 2', 10);

} else {

echo 'not yet';

}

} else {

if ($player1 == 21) {

echo 'Player 1 win!';

$this->setScore('Player 1', 10);

$this->setScore('Player 2', 0);

} else if ($player1 >= 21) {

echo 'Player 1 lose!';

$this->setScore('Player 1', 0);

$this->setScore('Player 2', 10);

} else if ($player1 < 21) {

if ($player1 > $player2) {

echo 'Player 1 win!';

$this->setScore('Player 1', 10);

$this->setScore('Player 2', 0);

} else {

echo 'Player 2 win!';

$this->setScore('Player 1', 0);

$this->setScore('Player 2', 10);

}

} else if ($player2 == 21) {

echo 'Player 2 win!';

$this->setScore('Player 1', 0);

$this->setScore('Player 2', 10);

} else if ($player2 >= 21) {

echo 'Player 2 lose!';

$this->setScore('Player 1', 10);

$this->setScore('Player 2', 0);

} else if ($player2 < 21) {

if ($player2 > $player1) {

echo 'Player 2 win!';

$this->setScore('Player 1', 0);

$this->setScore('Player 2', 10);

} else {

echo 'Player 1 win!';

$this->setScore('Player 1', 10);

$this->setScore('Player 2', 0);

}

} else {

echo 'not yet';

}

}

$this->stopCard();

}

function setScore($player, $score) {

$score+= $this->db->get\_where('player', ['name' => $player])->row()->score;

$this->db->where('name', $player)

->update('player', ['score' => $score]);

}

public function resetGame() {

if (!empty($this->session->userdata('player'))) {

$this->db->where('name', 'Player 1')

->update('player', ['turn' => 1]);

$this->db->where('name', 'Player 2')

->update('player', ['turn' => 0]);

} else {

$this->db->update('player', ['score' => 0, 'turn' => 0, 'selected' => 0, 'ready' => 0]);

}

$this->db->update('card', ['taken' => '', 'status' => 1]);

if ($this->db->affected\_rows() > 0) {

echo 'resetted';

}

}

}

views/main.php

<!DOCTYPE html>

<html>

<style type="text/css">

.choose {

width: fit-content;

height: fit-content;

padding: 10px;

border: 1px solid black;

position: absolute;

top: 50%;

left: 50%;

transform: translate(-50%, -50%);

}

.choose {

text-align: center;

font-family: monospace;

font-size: 18pt;

}

.choose, .player, #start { border-radius: 10px; }

.player, #start {

margin-top: 10px;

padding: 10px;

}

.player { float: left; }

#player1 { margin-right: 10px; }

.screen {

text-align: center;

font-family: monospace;

font-size: 18pt;

}

.deck {

margin-top: 10px;

}

#player1, #deck1 { border: 1px solid red; }

#player2, #deck2 { border: 1px solid blue; }

.card {

width: 200px;

height: 300px;

float: left;

}

</style>

<head>

<title>Blackjack</title>

<script type="text/javascript" src="<?php echo base\_url('assets/js/jquery.js'); ?>"></script>

<script type="text/javascript" src="<?php echo base\_url('assets/js/script.js'); ?>"></script>

<script type="text/javascript">

var base\_url= '<?php echo base\_url(); ?>';

</script>

</head>

<body>

<div class="choose">

<div>Choose Player</div>

<div class="player" id="player1">Player 1</div>

<div class="player" id="player2">Player 2</div>

<div style="clear: left;"></div>

<button id="start">START</button>

</div>

<div class="screen">

<div id="turn"></div>

<div class="deck" id="deck1">

<div id="name1"></div>

<div id="score1"></div>

<div style="clear: left;"></div>

<button class="take" id="take1">MINTA</button>

<button class="stop" id="stop1">STOP</button>

</div>

<div class="deck" id="deck2">

<div id="name2"></div>

<div id="score2"></div>

<div style="clear: left;"></div>

<button class="take" id="take2">MINTA</button>

<button class="stop" id="stop2">STOP</button>

</div>

</div>

</body>

</html>

Assets/js/script.js

alert('Untuk reset game tekan F5/CTRL+F5 di salah satu browser'+'\n'+

'Untuk mulai dari awal, lakukan clear browser (hapus SESSION player)');

$(document).ready(() => {

setInterval(() => { refreshChoosePlayer(); }, 1000);

setInterval(() => { refreshScreen(); }, 1000);

$('#start').hide();

$('.screen').hide();

resetGame();

$('.player').on('click', (e) => {

let player= '';

if (e.target.id == 'player1') player= 'Player 1';

else if (e.target.id == 'player2') player= 'Player 2';

$.ajax({

type: 'post',

url: base\_url+'index.php/game/selectPlayer',

data: { player: player }

});

});

$('#start').on('click', (e) => {

$.ajax({

type: 'post',

url: base\_url+'index.php/game/readyPlayer'

});

});

$('.take').on('click', (e) => {

takeCard();

});

$('.stop').on('click', (e) => {

countTotalCard();

});

});

const refreshChoosePlayer= () => {

$.ajax({

type: 'get',

url: base\_url+'index.php/game/selectedPlayer',

success: (responses) => {

let data= JSON.parse(responses);

if (data.selected == 'Player 1') $('#player2').off('click');

else if (data.selected == 'Player 2') $('#player1').off('click');

data.players.forEach((i) => {

if (i.selected == '1') {

if (i.name == 'Player 1') {

$('#player1').off('click');

$('#player1').css('color', 'white');

$('#player1').css('background-color', 'red');

} else if (i.name == 'Player 2') {

$('#player2').off('click');

$('#player2').css('color', 'white');

$('#player2').css('background-color', 'blue');

}

}

});

if (data.count == "2") $('#start').show();

}

});

$.ajax({

type: 'get',

url: base\_url+'index.php/game/allPlayerReady',

success: (responses) => {

let data= JSON.parse(responses);

if (data == 2) {

$('.choose').hide();

$('.screen').show();

}

}

});

};

const refreshScreen= () => {

$.ajax({

type: 'get',

url: base\_url+'index.php/game/getDataPlayer',

success: (responses) => {

let data= JSON.parse(responses);

$('#turn').html('Turn: '+data.turn.name);

for (let i = 0; i < data.players.length; i++) {

$('#name'+(i+1)).html(data.players[i].name);

$('#score'+(i+1)).html('Score: '+data.players[i].score);

}

if (data.turn.name == data.selected) {

if (data.turn.name == 'Player 1') {

$('#take1').show();

$('#stop1').show();

$('#take2').hide();

$('#stop2').hide();

} else if (data.turn.name == 'Player 2') {

$('#take1').hide();

$('#stop1').hide();

$('#take2').show();

$('#stop2').show();

}

} else {

$('#take1').hide();

$('#stop1').hide();

$('#take2').hide();

$('#stop2').hide();

}

}

});

$.ajax({

type: 'get',

url: base\_url+'index.php/game/getSelectedCard',

success: (responses) => {

let data= JSON.parse(responses);

$('.deck').find('.card').remove();

data.forEach((i) => {

let img= '<img src="'+base\_url+'assets/img/'+i.name+'" class="card">';

if (i.status == '0') {

img= '<img src="'+base\_url+'assets/img/'+'purple\_back.png'+'" class="card">';

}

if (i.taken == 'Player 1') {

$(img).insertBefore($('#take1').prev());

} else if (i.taken == 'Player 2') {

$(img).insertBefore($('#take2').prev());

}

});

}

});

};

const takeCard= (player) => {

$.ajax({

type: 'post',

data: { player: player },

url: base\_url+'index.php/game/takeCard',

success: (responses) => {

console.log(responses);

}

});

};

const countTotalCard= () => {

$.ajax({

type: 'get',

url: base\_url+'index.php/game/countTotalCard',

success: (responses) => {

if (responses != 'not yet') {

alert(responses);

resetGame();

}

}

});

};

const resetGame= () => {

$.ajax({

type: 'post',

url: base\_url+'index.php/game/resetGame',

success: (responses) => {

if (responses == 'resetted') {

$('.deck').find('.card').remove();

for (let i= 0; i<2; i++) {

takeCard('Player 1');

takeCard('Player 2');

}

}

}

});

};