**blackjack**

**spec**

Objects

Game tracks gamesState, currentPlayer, doesTheMath

Display design, display, events

Player playerData, playerPanel(hitMe, holdMe, ones, fives, tens)

Button eventListeners, callbacks

DisplayObject

designAreas background graphics

displayAreas text, image

eventAreas buttons

designAreas

designAreasArray [player1, player1, player1, dealer, table, logo]

designAreaObject {name, indexCell(row, col), areaWidth, areaHeight, class}

methods

mergeDesignArea(gameState)

unmergeDesignArea(gameState)

updateAreaState(gameState)

displayAreas

displayAreasArray [textFields, buttons, images]

displayAreaObject {name, indexCell(row, col), areaWidth, areaHeight, class}

textFields [playerCollection, gameCollection]

textObject {name, indexCell(row, col), areaWidth, areaHeight, class}

game [playerBank1, playerBank2, playerBank3, playerBet1, playerBet2, playerBet3]

player [playerName, playerScore, playerCards, playerBank]

buttons

buttonObject {name, indexCell(row, col), areaWidth, areaHeight, class, callback, image, offsetXY}

game [orb, enterPlayer, startGame, deal, newGame]

player [hitMe, holdMe, oneBank, fiveBank, tenBank]

images

game [hitMe, holdMe]

player [hearts, clubs, spades, diamonds]

eventAreas

clickers

game [orb, startGame, enterPlayer, newGame, dealCards]

player [hitMe, holdMe, oneBankP, fiveBankP, tenBankP]

GameObject

properties

scoreBoardObject {playerName1, playerName2, playerName3, playerBank1, playerBank2, playerBank3}

currentPlayer

currentGameState

designAreasArray

displayAreasArray [textFields, buttons, images]

gameStatesArray [splash, login, newGame, playGame]

gameStateButtons

splash [orb]

login [enterPlayer, startGame]

newGame [deal]

playGame [oneBankP, fiveBankP, tenBankP, hitMe, holdMe, newGame]

buttonObject {name, indexCell(row, col), areaWidth, areaHeight, class, callback, image, offsetXY}

methods

dealCards

activateEventListeners(gameState)

hitDealer() => nextCard(), updateScore(), doTheMath()

updateGameDisplay [updateBankBet, changeGameState, changePlayState (nextTurn, gameOver)]

updatePlayerDisplay [dealCards, nextCard, nextTurn, updateOnes, updateFives, updateTens]

PlayerObject

properties

playerObject {name, handArray, score, oneBank, fiveBank, tenBank, totalBank}

methods

placeBet(whichChip)

updateBanks(whichBank, totalBank)

hitMe() => nextCard(), updateScore(), nextTurn()

holdMe(nextTurn)

objects

gameMaster

game

dealer

player

display

gameMaster

gameId

gamesArray

plsyersArray

playerScoresArray

game

methods

startNewGame

enterPlayer

dealCards

nextPlayer

dealerHitme

calculateScores

updateBank

properties

currentPlayer

players { player1: null, player2: null, player3: null }

playerBanks

playerGames

player

methods

placeBets(whichPlayer)

hitMe

hold

properties

name

handArray

handScore

bank

bet

display

methods

assignEventListeners

updateMessage

updateCardStack

updateChipStack

updateScoreboard

sliderOver

sliderOut

sliderDown

properties

message { messageEl }

newPlayerForm { nameEl }

scoreboard { playerEl\_1, playerEl\_2, playerEl\_3 }

hitmeHoldPanel { hitmeEl, holdEl }

cardStacks { card1, card2, card3, card4, card5, card6 }

chipStacks { onesBank, fivesBank, tensBank, onesBet, fivesBet, tensBet }

chipSliders { sliderEl\_1, sliderEl\_2, sliderEl\_3 }

cardStackArray

chipStackArray

chipSliderArray

elements

**gameElements**

gameButton1 [newGame, enterPlayer]

gameButton2 [startGame]

tooltips

**playerElements**

playerName\_1

playerName\_2

playerName\_3

playerScore\_1

playerScore\_2

playerScore\_3

playerBank\_1

playerBank\_2

playerBank\_3

**cardstack\_1**

card1\_1

card2\_1

card3\_1

card4\_1

card5\_1

card6\_1

**cardstack\_2**

card1\_2

card2\_2

card3\_2

card4\_2

card5\_2

card6\_2

**cardstack\_3**

card1\_3

card2\_3

card3\_3

card4\_3

card5\_3

card6\_3

**chipsButtons**

$1\_chipsInButton\_1 (current player visible only)

$5\_chipsInButton\_1

$10\_chipsInButton\_1

$1\_chipsInButton\_2

$5\_chipsInButton\_2

$10\_chipsInButton\_2

$1\_chipsInButton\_3

$5\_chipsInButton\_3

$10\_chipsInButton\_3

$1\_chipsOutButton

$5\_chipsOutButton

$10\_chipsOutButton

**chipsDisplay**

bankAmount\_1\_1 (amounts part of chips graphic)

bankAmount\_5\_1

bankAmount\_10\_1

bankAmount\_1\_2

bankAmount\_5\_2

bankAmount\_10\_2

bankAmount\_1\_3

bankAmount\_5\_3

bankAmount\_10\_3

bankChips\_1\_1

bankChips\_5\_1

bankChips\_10\_1

bankChips\_1\_2

bankChips\_5\_2

bankChips\_10\_2

bankChips\_1\_3

bankChips\_5\_3

bankChips\_10\_3

**tableElements**

betAmount\_1 (current player only)

betAmount\_5 (current player only)

betAmount\_10 (current player only)

betTotal\_1

betTotal\_2

betTotal\_3

**chips**

betChips\_1\_1

betChips\_5\_1

betChips\_10\_1

betChips\_1\_2

betChips\_5\_2

betChips\_10\_2

betChips\_1\_3

betChips\_5\_3

betChips\_10\_3