**blackjack**

**spec**

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