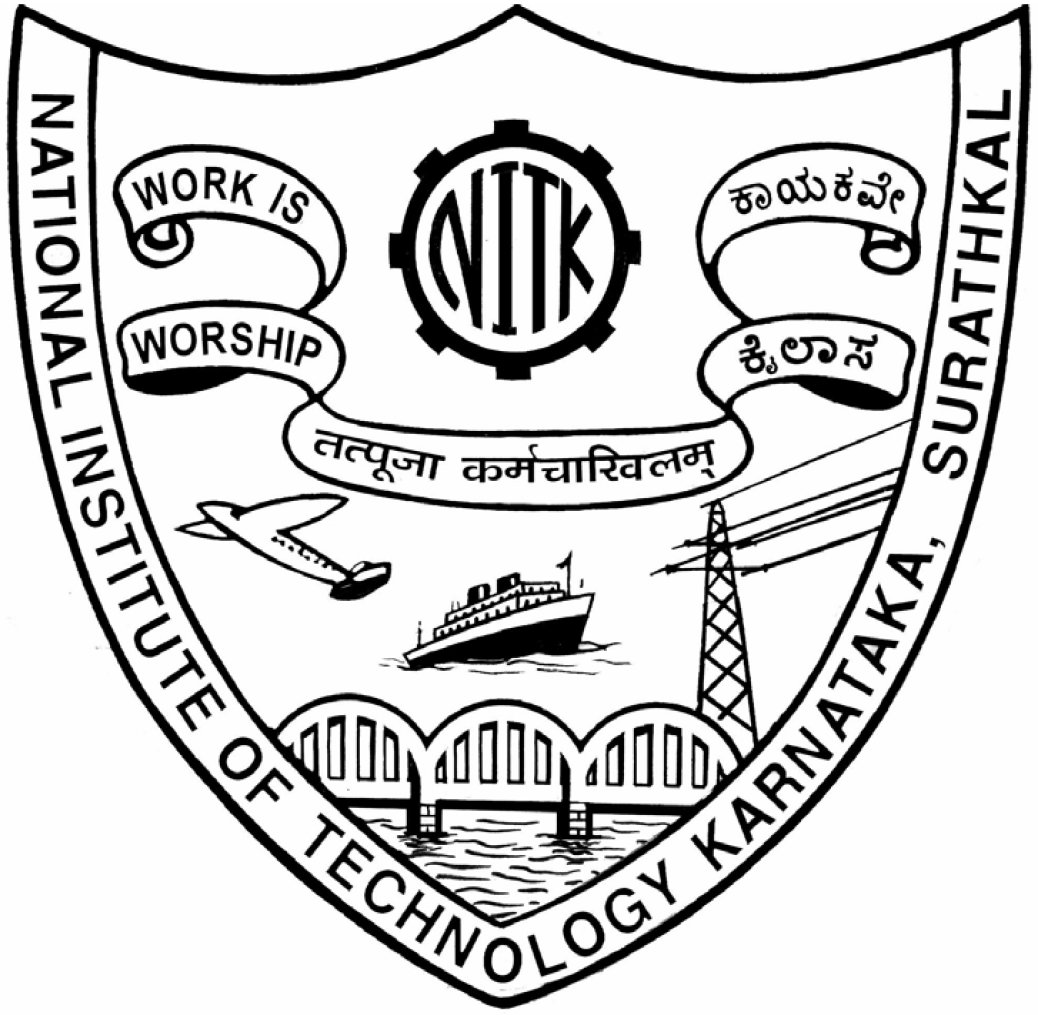
Computer Graphics – IT254

Mini Project Abstract

BlackJack v2.1



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Abstract

BlackJack is well known card gambling game played in casinos all arond the world. Our aim is to create a digital rendition of the game, making use of dynamic graphical elements such as playing cards and poker chips(round tokens that carry a monetary value inscribed on them).

The rules are simple: To reach a total value of 21

1. On starting the game you must enter the amount of money you want to bet.

2. You will be given 2 cards drawn at random.The sum of the numerical value held by the cards is your score.

3. Ace holds a value of 1 or 11. King, Queen and Jack hold a value of 10.The other cards hold the same numerical value.

4. The aim is to get a score LESSER THAN OR EQUAL TO 21. Suits have NO MEANING.

5. You can either choose to hit(draw another card) or stand(conclude your hand) depending on your points.

6. If you overshoot 21,you lose your bet.If you get a 21 with 2 cards:BLACKJACK!! If you decide to stand,the dealer's round begins.

7. The dealer has to keep hitting until he reaches a score equal to or greater than 17.If the dealer overshoots,you have a MONKEY and double your bet.

8. The one with more points WINS!! Happy Gambling!!

The game screen will consist of a green table, some poker chips and a bunch of cards from a deck of 52 individually designed cards of all 4 suits. Most of the elements constrcted through OpenGL will be static and add to the aesthetic appeal of the game. The cards and poker chips will be the acive elements of the game and undergo several transformations such as translation and rotation.

The aim is to provide a “close to the real thing” experience to the user via an interactive graphical user interface with a lot of vivid imagery.