Blackjack Design Document

Online Game

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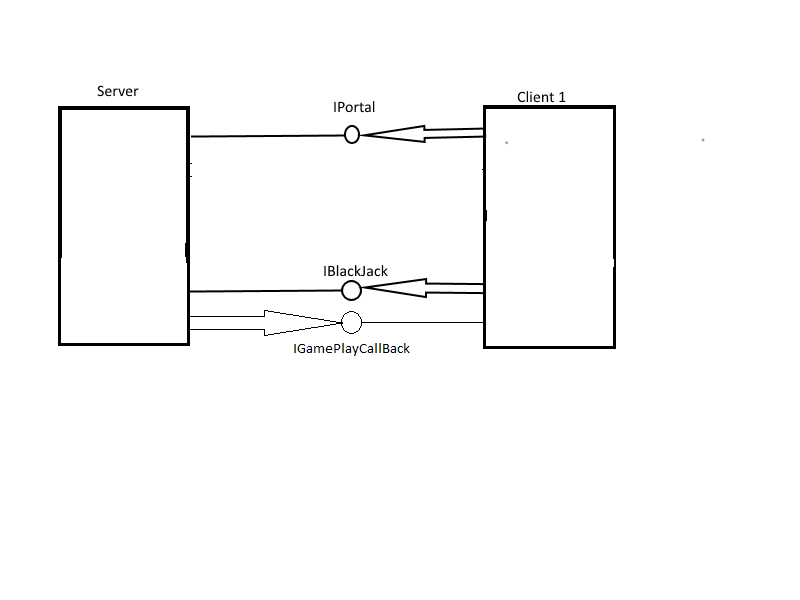
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# Architecture diagram



# Description of Interfaces

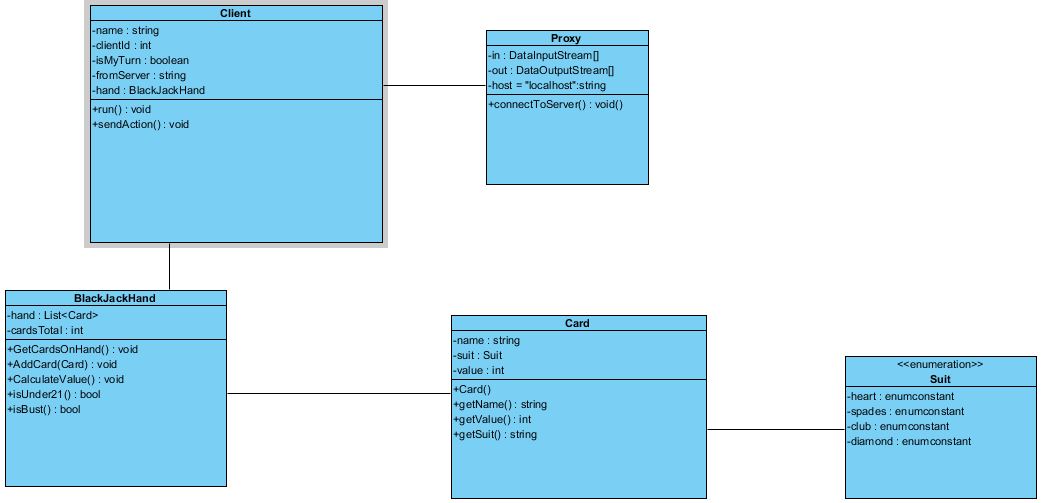
## IPortal

|  |
| --- |
| <<IPortal>> |
|  |
| +bool logIn(Username,Password)  +void createGame()  +void invitePlayer(string Username)  +void spectateGame(int id)  +void createPrivateGame()  +void SendMessage(string message) |

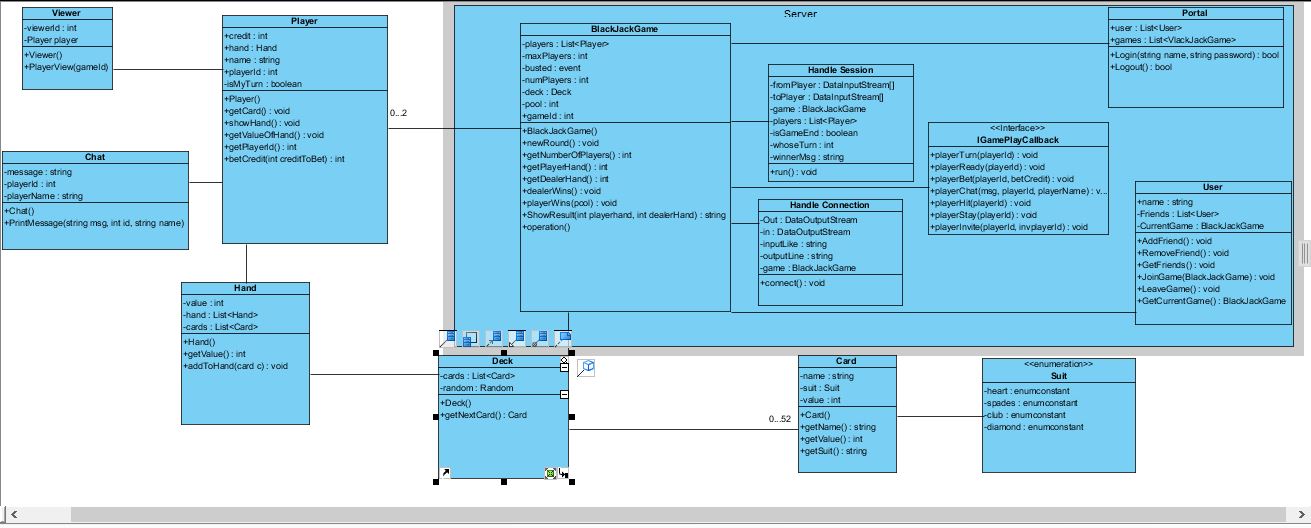
|  |
| --- |
| <<IBlackjack>> |
|  |
| +void Deal(int amount )  +void Stay()  +bool isWinner() +void SendMessage(string message) |

|  |
| --- |
| <<IGamePlayCallback>> |
|  |
| +void playerTurn(int playerid)  +void playerReady(int playerid)  +void playerBet(int playerid) +void playerChat(string message)  +void playerHit(int playerid)  +void playerStay(playerid)  +void playerInvite(playerid) |

# Client Class Diagram

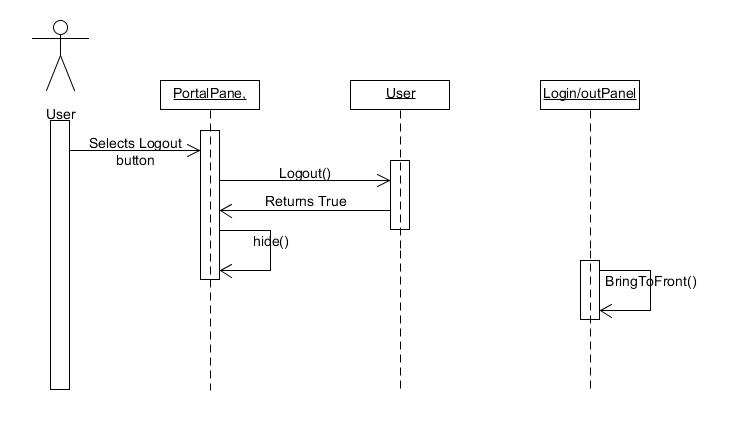


# Server Class Diagram

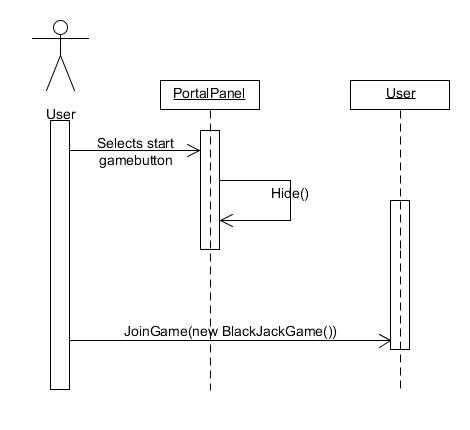


# Sequence Diagrams

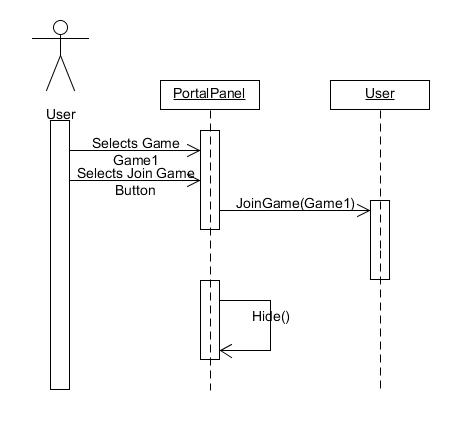
## 1. Login



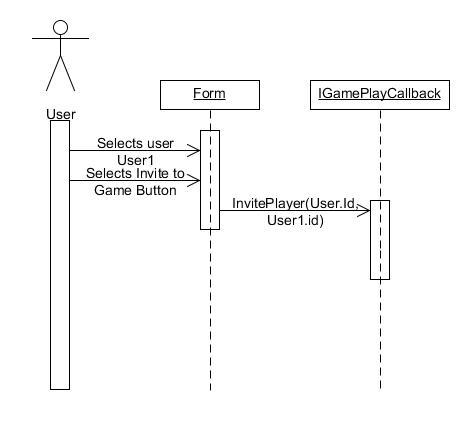
## 2. Starting a Game



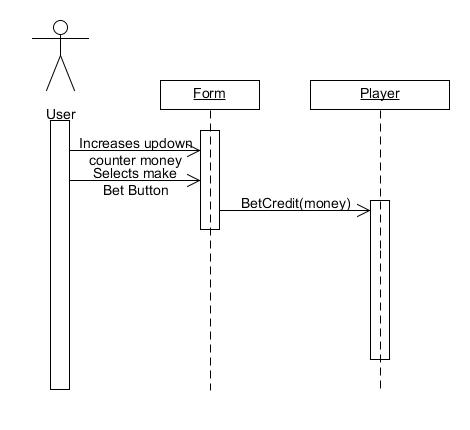
## 3. Joining a Game



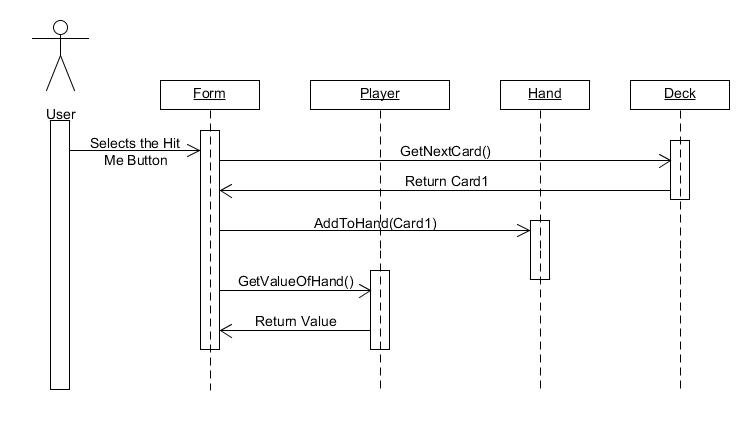
## 4. Inviting a Player to the Game



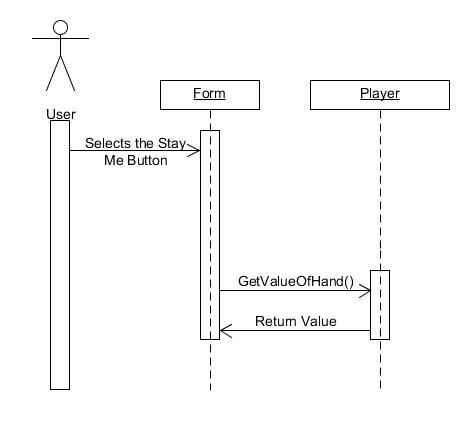
## 5. Adding Money to the Pool



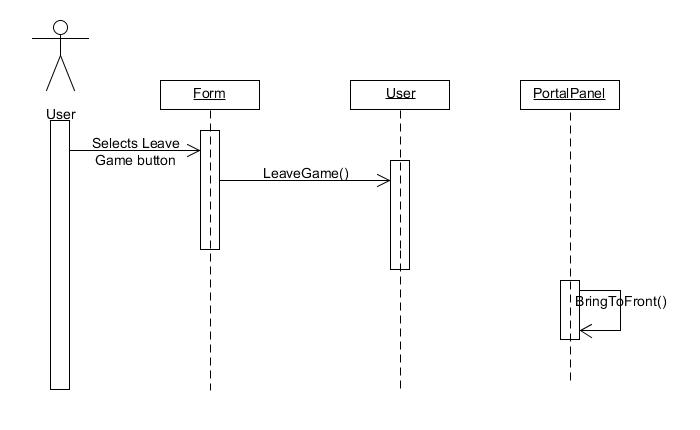
## 6. Hit



## 7. Stay



## 8. Leaving a Game



## 9. Logout

