

The Toph Kids

APCS1 pd1

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## Final Project Proposal Casino

For our final project, we will emulate a traditional casino. We will have multiple mini games which the user can choose to play. The user's main attribute will be a private instance variable balance, tracking how much money he or she start with and how much he or she gained or lost. The main game at the casino will be the traditional Texas Hold 'em.

Here are a few clarifications of our rules of the game. The minimum raise/bet that be placed is whatever the big blind is at the turn. The big blinds and small blinds that the user and the AI will have to pay will reverse every turn: basically if the user pays the big blind this turn, he or she will pay the small blind the next turn. Our game will always only involve two people since it be very awkward to play poker knowing another user's hand. In addition, big blinds will increase every 4 minutes to speed up the process of finding a winner. Other mini games will include blackjack, roulettes, and casino machines(slots). For blackjack, we will play by the rule that most casinos play by which is that the dealer(AI in this case) cannot hit if their total is greater than 16. Other than these clarifications, we will play these games by the rules most people play by.

We will explain the rules for each of the games in the README file in order for all the users to know how to play them.