Zach harwood

Igme 340

Documentation page

Sources

Card Images - <http://acbl.mybigcommerce.com/52-playing-cards/>

Chip images - <https://opengameart.org/content/playing-card-assets-52-cards-deck-chips>

Card struct - <https://www.youtube.com/watch?v=ykPjotmz2xc>

Background image - <http://cheerspokernh.com/home/bigstock-poker-table-background-26587844-2-1/>

First and foremost, I created think I met most of my application definition statement. I however did not create the game over screen like I would have liked to but other than that I put in every other feature had on my filtered list. I think I went above and beyond on the my draw cad function but all in all I mostly tried to make an app I would be proud of. I struggled with two specific tasks while working on the project. The first issue I struggled with was separating the player from the dealer in the end I decided to create a string and test for the sting whenever the issue came up. If I were to make this project again I would separate anything that had to do with the player into its own class. The second major issue I dealt with while working on this project was the issue of getting the ace to count as eleven and one at the same time and how to check if there were multiple aces and that the ace would only decrease the total once per Ace. To fix this issue I had to redo my code that involved finding the total value of my hand. I created a function that first counted the number of access put that into a counter and then subtracted an Ace from the counter whenever one was used to subtract from the total. In the end I believe this project deserves at least 90 because I did not separate my code into enough classes which caused some reuse of code whenever switching between player and dealer however the code itself works and I’m happy with the end product.