EMERTXE TRAINING PROJECT DOCUMENTATION FRAMEWORK

# REQUIREMENTS & DESIGN DOCUMENT

## Module – Python Programming

# Black Jack

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# Contents

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# 1  Abstract

Blackjack is a game played using a deck of cards. The goal of the game is to get as close as possible to a hand worth 21 points with the cards in hand. However, if a player goes more than that, then he gets out. In Blackjack, cards are numbered from 2 to 10 are worth their face value. Apart from that, picture cards jack, queen, and king are worth 10 points. The ace is worth either 1 or 11 depending on your other cards.

To start a hand, players place their bets and are dealt two cards face up. They can choose to hit (receive another card) or stick (stay with their current hand) as they attempt to get as close as possible to 21. If they chose to hit and go over 21, they bust and lose the game. Players face off against the dealer, who starts with one card face down and one face up. When all players have chosen to stick or have busted, the dealer then flips over their hidden card and either hits or sticks, their goal being to get a higher hand than any of the players.

If the dealer busts, they pay out the value of each player's wager to that player, provided that the player hasn't already busted. They also need to pay out if they don't get a higher hand than a player. The idea of this project is to implement the game using in Python.

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# 2  Requirements

Here is the list of requirements for the Black Jack game implementation.

- Separate classes to be created for Cards,Deck, Chips and Hand

- Players should be provided with a prompt to choose between Hit or Stand

- Either of the two players should be allowed to take hits

- Dealer's hand and handling to be implemented

- Functionality to be implemented for displaying cards

- End of game scenarios to be properly handled

- Remember to pass a player's hand, dealer's hand and chips as needed

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# 3 Artifacts

## 3.1 References

- How to play Blackjack game