Game Manual

UNIJack

The Boys

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27065-01 – Programmierprojekt

Contents

1 Introduction

Welcome,

during the spring semester 2022, the group The Boys (Dario Bassi, Gianluca Klimmer, Samuel O'Neil and Jakob Huber) developed the UniJack game for the lecture 27065-01 – Programmierprojekt. The game you are about to play is based on BlackJack. If you're feeling lucky and want to have fun, you've come to the right place. So what are you waiting for? Read on and then invite your friends to play with you!

2 Rules

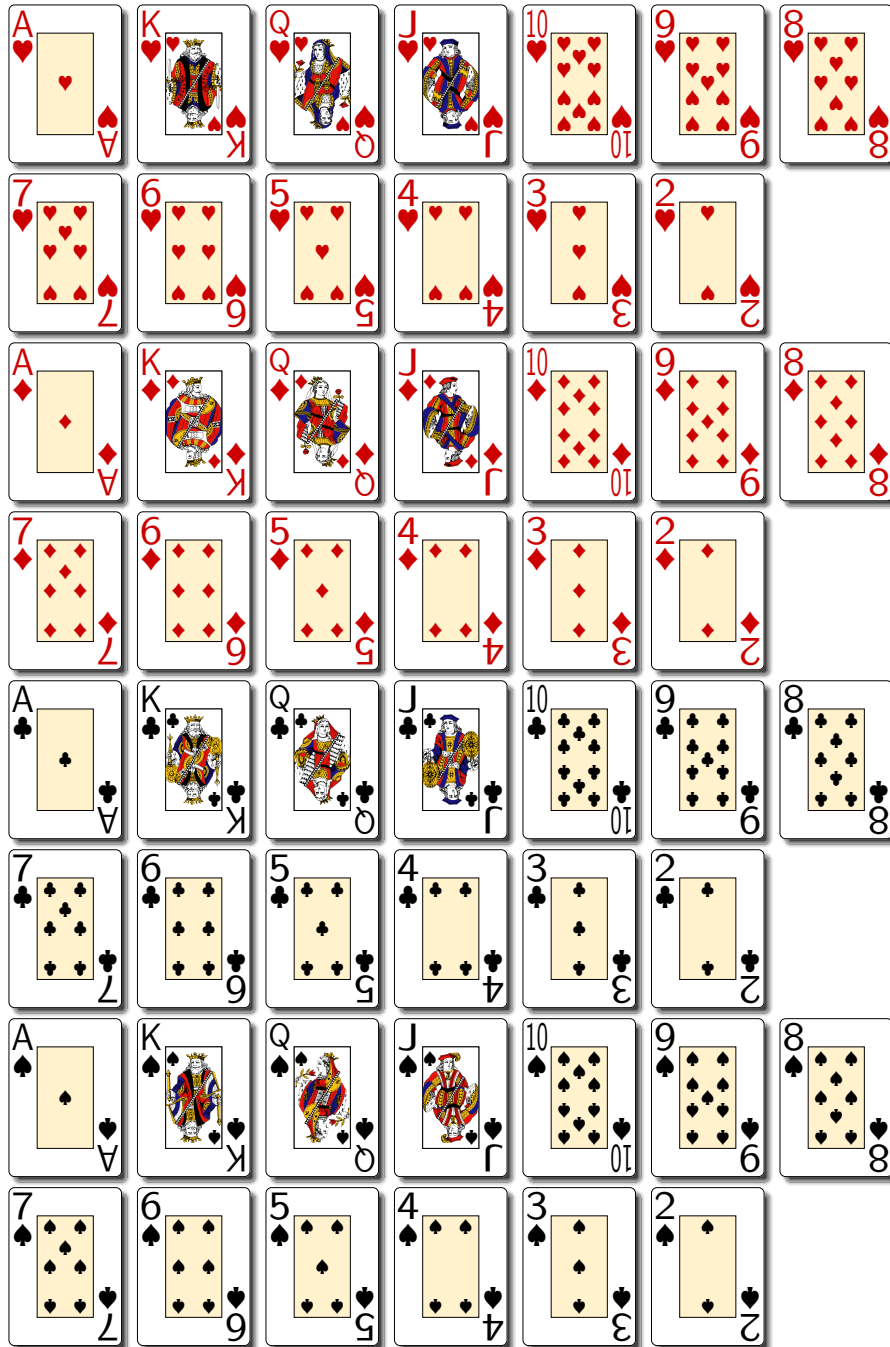## 2.1 Settings

Number of player: **2-8**

Game Cards: **Poker Cards**

One round contains **52 cards**. It contains **13 ranks** with **four suits**: ♣ ♦ ♥ ♠

Game Duration: A game is finished after 10 Round

Chips Value: **5**, **10**, **20**, **50**, **100**, **200**, **500**

2.2 Cards

2.3   Aim

Basically, the goal of each player is that the sum of the values of all his cards is as close to 21 as possible without exceeding 21.

2.4   Game play

The game starts with all players betting the money they want to play for. Then the dealer gives each player 2 cards face up and himself one card face up and one card face down at the beginning of the game. Then each player can ask for cards until they get as close to 21 as possible. If they do not want any more cards, they can stop at any time. When the last player has also decided not to ask for any more cards, it is the dealer's turn. The player who comes closest to 21 wins. In the event that two or more players have achieved the same value (draw), they all receive back the same amount betted. The loser, on the other hand, loses the entire sum betted. If a player reaches exactly 21, with his first two cards, this is called "BlackJack". If this player wins, he also gets 50% of the stake on top of the doubling, i.e. in total he gets 150% of his stake back.If a player has no more money, he is eliminated from the game.

2.5   Actions

Each player has four different actions they can take in their turn. After all players stand the round is over and everyone has to bet for the next round.

2.5.1   Hit

The player can take another card.

2.5.2   Stand

The player can take no more cards.

2.5.3   Double Down

The player can double their betted sum and take only one more card.

2.5.4   Split

The player can split their first two cards if they are similar, for example two sixes. The player sets a new sum for the other card, equal to his original sum, and plays both cards separate.
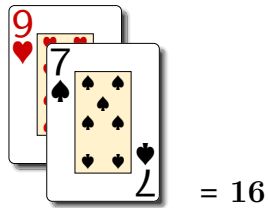
2.6   Winning condition

A game lasts 10 rounds. The player with the most money after these 10 rounds is the winner.
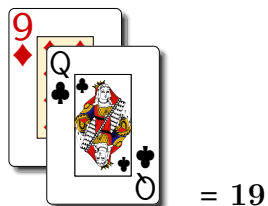
2.7   Combination

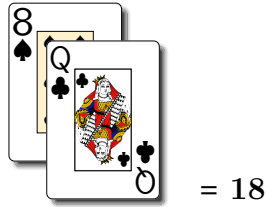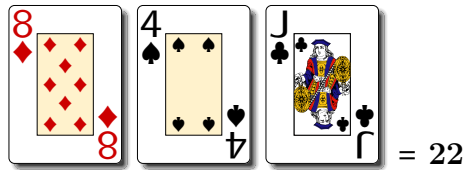Here, there are some examples of combination during a game:

Dealer

 = 16

Player

 = 19

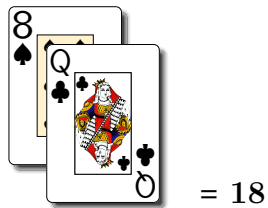In this case, the Player wins because his value is closer to 21.
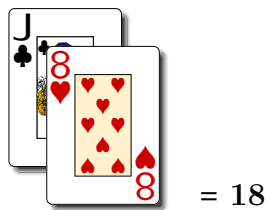
Dealer

 = 18

Player

 = 22

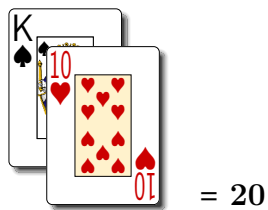In this case, the Dealer wins the Hand because the Player got over 21.

Dealer

 = 18
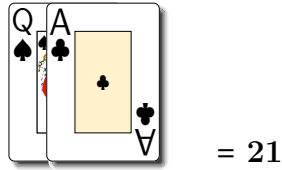
Player

 = 18

In this case, the Dealer and the Player have drawn. The player get back the entire sum betted.

Dealer   Player

 = 20

Player

 = 21

In this case, the Player wins the Hand with a BlackJack, because of that he gets 150% of the sum betted.

3 How to play

3.1 Download of the Game

Go to the website https://jakobhuber2001.wixsite.com/unijack and download UniJack.

3.2 Path of the Game

Save the jar file to a path of your choice.

3.3 Start the -jar File

3.3.1 Start a Server

Open a console terminal, goes in the path where the jar file is and use this command to start the server:

```
java -jar example-project-0.0.1-ALPHA.jar server ####
```

After *server* choose a port number(4 number). We recommend that you choose one higher than 8000.

3.3.2 Start a Client

After starting a server, you can join it as client. Open another console terminal, goes in the path of the jar file and digit this other command line: