

Black-Jack.js

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Projekt

- Es handelt sich um ein Black-Jack JavaScript Spiel
- Dies wird schlussendlich auf einer Web-Seite deployed

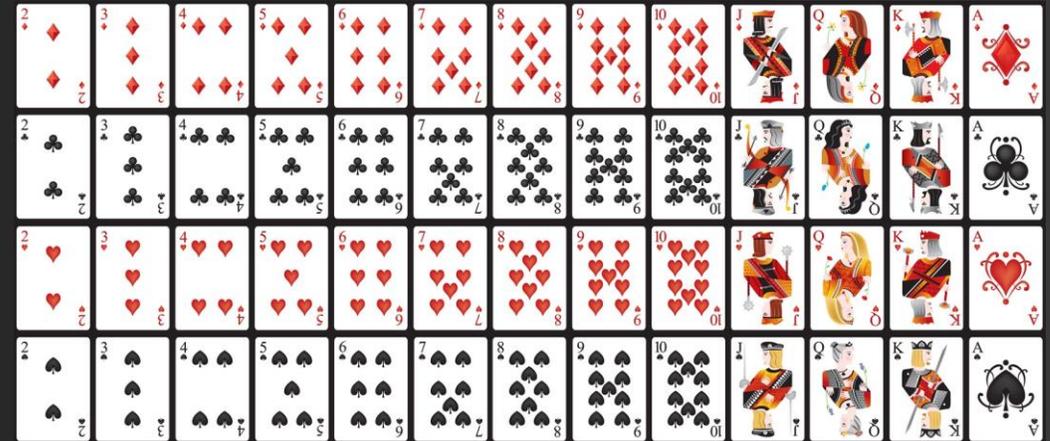
Was geht und was nicht geht

- + Kartendeck herstellen
- + Kartendeck mischen (random)
- + Spiel starten
- + Button Hit
- + Button Stay

- - Button Play again
- - Passender Hintergrund

Kartendeck herstellen

```
function buildDeck() {  
  let values = ["A", "2", "3", "4", "5", "6", "7", "8", "9", "10", "J", "Q", "K"];  
  let types = ["C", "D", "H", "S"];  
  deck = [];  
  
  for (let i = 0; i < types.length; i++) {  
    for (let j = 0; j < values.length; j++) {  
      deck.push(values[j] + "-" + types[i]);  
    }  
  }  
}
```



```
function startGame() {  
    hidden = deck.pop();  
    dealerSum += getValue(hidden);  
    dealerAceCount += checkAce(hidden);  
  
    while (dealerSum < 17) {  
        let cardImg = document.createElement( tagName: "img");  
        let card = deck.pop();  
        cardImg.src = "./cards/" + card + ".png";  
        dealerSum += getValue(card);  
        dealerAceCount += checkAce(card);  
        document.getElementById( elementId: "dealer-cards").append(cardImg);  
    }  
    console.log(dealerSum);  
  
    for (let i = 0; i < 2; i++) {  
        let cardImg = document.createElement( tagName: "img");  
        let card = deck.pop();  
        cardImg.src = "./cards/" + card + ".png";  
        yourSum += getValue(card);  
        yourAceCount += checkAce(card);  
        document.getElementById( elementId: "your-cards").append(cardImg);  
    }  
}
```

Spiel starten

Domain

<https://longlivetheking.netlify.app/>