

Project Part Four: A Multi-Player Game of Blackjack

Implementing a Multi-player Game

Alter the SimpleBlackjackGame class so that it allows more than one player. The following changes should be made:

- The default constructor should create a game for one player.
- A new constructor should be created which takes an integer parameter and creates a game for that number of players.
- The initialize() method dynamically allocates the appropriate number of players.
- The playGame() method should ask each player how much they wish to bet. After all betting is finished, it should deal two cards to each player. It then deals two cards to the dealer. Starting with the first player, each player (in order) is asked to hit or stand until that player stands or goes over 21. After each player has finished, the dealer should play its hand. Each player's score is then compared to the dealer's score to determine whether that player won or lost. The game should continue until the user decides to quit or all of the players have lost all of their money.
- The main program should ask the user for a number of players and then start the game with that many players.