User Manual for Blackjack:

In Team A's MATLAB iteration of Blackjack, a few guidelines should be used to ensure the game is working properly for the best user experience.

When MATLAB is open simply check if blackjack file downloaded is in the MATLAB directory usually found here:C:\Users\NAME\Documents\MATLAB. Once completed simply type "blackjack" into the command window to start the game. The game will follow-up by displaying the rules of the game and prompting the user to input how many players will be playing. It will then continue to ask all players in order for them to input a bet. Next, the game will pause with the message "The 1st cards will now be dealt. Press any key to continue...", press continue and each player will receive a card which will be displayed on the screen.

NOTE: If any player draws an Ace they will be asked to enter whether they want their card to be worth 1 or 11, this is stated in the rules at the beginning of the game.

A similar message will then be displayed reading "The 2nd card will now be dealt. Press any key to continue...", press continue and each player will be displayed their respective card.

Afterwards, if the player has not gotten a blackjack, the game will prompt them to either hit, stick, or double down. These words must be typed in exactly as they are to continue otherwise the game will keep prompting the player to type hit, stick, or double. Once the players have concluded their turns by either sticking, doubling down, or hitting until they have a hand totalling 22 or greater, The dealer's second card will be flipped and displayed to the players. If the dealer's card total is less than 17, the dealer will continue to draw cards until their hand is 17 or greater. Each time the dealer draws a card it will be displayed to the players. Finally, the player's hands will be compared with the dealer and the players will be greeted with the results on whether they won, lost, or pushed against the dealer and the amount of money they've gained or lost. Players can choose to play again by typing "blackjack" into the command window.