

Abstract

Being a company designing and producing Internet-based gaming solutions, EGET (European Game & Entertainment Technology), has realized that wireless gaming will be an important aspect of the gaming market in the future. Competition within the Internet-based gaming business is already very tough. Failing to adopt to new technology as it develops is dangerous for any company that wants to remain competitive.

In light of this EGET decided to set up a project to develop a PDA (Personal Digital Assistant) based client which would give the user a fully functional interface to their Blackjack game, currently playable only with a browser. The game is played with real money over a WLAN (Wireless Local Area Network) connection and the requirements for security and reliability were for that reason high.

The purpose of the document is to describe how a PDA based Blackjack has been developed. It contains an in depth discussion concerning the technical solution, what algorithms have been used and why, an overview of the problems encountered during development, and the solutions they required. We also describe how the application has been tested and what the outcome of these tests were.

As a whole the project was successful. We managed to develop a fully functional Blackjack client for the PDA with all requirements met, initially set up by EGET and ourselves.