**Mini Project**

**Title of the project:**

Blackjack with Python

**Abstract:**

In this project, a card game known as Blackjack is implemented by using the Python programming language. This game is played in such a way that both the client and user are given two cards each and out of all these cards only a single card of the dealer is visible to everyone. Based on this, the goal of the player is to determine whether to take another card so that he could he could get a total score that would be greater than that of the dealer but less than 21 and ultimately win the game.

* Blackjack is a very famous casino game worldwide. Here, it will be played between the user (client) and the dealer (computer). The deck is unlimited in size and therefore the game cards remain perpetually.
* The goal of Blackjack is to get 21 (the best score) or less by adding up the value of the cards. Numbered cards have the value of the number on the card. Face cards (Jack, Queen, and King) have a value of 10. The Ace card can have a value of one or 11.
* The player with the highest score but less than 21 compared to the dealer wins the game. Anyone with a score greater than 21 loses the game. This is called a "bust" also known as a "boot".
* Every card has an equal probability of being drawn and all the face cards count as 10 except Ace card which can either count as 11 or 1. The person (dealer / player) with a score as closest to 21 but not greater than that is proclaimed the winner.

**Domain:**

* Python

**Technologies:**

* PyCharm
* GitHub
* Repl.it

**Scope:**

* Even though Blackjack can be implemented in many ways, it’s implementation through this project can be determined as one of the best.
* As this project does not encourage any form of betting or gambling, it can not only be used for understanding the game in depth but also to provide an amazing experience without any hassles.
* After writing the code, the code can be used in any kind of Python simulation environments or IDEs without any kind of malfunctions.
* Analysis and interpretation of player’s cards along with the computer (dealer) is done with utmost precision to provide us with accurate results for determination of winner.

**Platform:**

* Any Python IDE (Preferably Repl.it)

**Editor:**

* Repl.it

**Project Incharge:**

* Majeed Sir

**Project Guide:**

* MV Sir

**Team Members:**

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