Black Jack 21 Game

Rules

The goal is to beat the dealer's hand without going over 21.

Card Values:

Number cards: Face value (2-10).

Face cards (Jacks, Queens, Kings): 10 points.

Aces: 1 or 11 points, whichever makes a better hand.

Setup:

The game is played with one or more decks of 52 cards.

The player and the dealer start with two cards. One of the dealer's cards is hidden until the end.

Gameplay:

Players decide to 'Hit' (take another card) or 'Stand' (keep their current hand) based on their card total.

If a player's or the dealers total goes over 21, they 'bust' and lose immediately.

The dealer hits until their cards total 17 or higher.

If the player is closer to 21 than the dealer or the dealer busts, the player wins.

Else, the dealer wins.

If both have the same total, it's a 'push' (tie).

Special Rules:

Blackjack: If a player's first two cards are an ace and a '10-card' (a 10 or a face card), it's a 'blackjack', which wins unless the dealer also has a blackjack.

Implementing in a Web Page:

Random Number Generation: Use RNGs for card shuffling and dealing.

User Interface:

Buttons for 'Hit', 'Stand', 'Double Down', 'Split', and 'Insurance'.

Display of player's and dealer's hand, showing one dealer card face down initially.

Game Logic:

Program the rules for dealer actions (hits until 17 or higher).

Implement logic for splitting, doubling down, and insurance.

Ensure proper calculation of Aces as 1 or 11.

End of Round: Determine win, lose, or push and handle bets accordingly.

Edge Cases:

Handling multiple Aces.

Implementing limits on splitting or doubling.

Player Options:

Hit: Request another card.

Stand: Keep current hand.

Double Down: Double bet, take a single card and finish.

Split: If two cards of the same value, split into two hands.

Insurance: Bet on dealer having blackjack.