Programmer Manual for a simple Blackjack game using python

I created a deck using a list and to shuffle it I imported the random module and used shuffle. I then created a dictionary with each card having a value associated to it. Counting the cards was pretty straightforward using a for loop, except for aces, which can either have a value of 11 or 1. I decided to associate the value 11 to aces if the count was smaller or equal to 10, but else to count it as 1 since 11 would mean a bust. Then, to create the hands of the player I mainly used the pop function which removes the card from the list and shows it to the user. This way, the card is removed from the deck, just like in a real game and it can easily be shown to the player. Furthermore, casinos usually stand on 17, so the dealer adds cards to his hand until it reaches a count of 17. Finally, I used a while statement with many conditions and the functions I defined earlier to create the game itself.