

- Card objects with a rank and suit. Cards are able to be compared to one another so they have a value.
- A Deck object which holds all the cards in a standard deck (maybe two decks). It will store all Card objects into something (probably an ArrayList). We should be able to shuffle the deck. It could potentially have logic for playing a single game of blackjack as a computer.
- A CardHand object will represent each player's card hand. It will store the cards belonging to a player, and will be comparable.
- There will be a Dealer object which handles some of the logistics of the game, such as dealing cards to players and managing the deck of cards. It should be able to collect bets and pay the winners. It should store the amount of money collected in bets for each round.
- We could have a ComputerAI object which will allow for the user to play with other computer players. It will have its own CardHand and balance, and will be able to receive cards from the dealer. It should potentially have the logic for playing blackjack as a computer
- There will be a Player object which can represent users. They will have their own hand of cards, and balance, and name that can be displayed.
- There should be a BlackJackGame object which should contain a dealer, and recognize all the players and computers playing this round. It should run a single game of Blackjack at a time and update the balances of the players and computers.