Advanced Python Project: Blackjack Game

If you have little to no problems with the Caesar Cipher or wish to challenge yourself, try making a text-based Blackjack game using Python.

The rules of blackjack are simple: a player is dealt cards and must get to as close to 21 as possible without exceeding it.

The cards that can be played are Ace through King. The value of the number cards 2-10 are their numerical value. The value of face cards (Jack, Queen, King) are 10. The ace can be either a 1 or an 11 at the player's discretion. The dealer must get to at least a total score of 17 but must stop once they reach or exceed that value.

The player and the dealer are dealt two cards each at the beginning.
The player can choose to "hit" (take another card) or "stand" (keep the current hand).
The dealer must hit until their hand value is 17 or higher.
The player wins if their hand is closer to 21 than the dealer's hand without exceeding 21.

Watch the video for reference on how to play Blackjack:
https://www.youtube.com/watch?v=eyoh-Ku9TCI&ab_channel=wikiHow

Since this can be quite the challenge, we'll give you some starter ideas and hints. We will start with the following replit from the AppBrewery, look at the main.py file on the left:
https://replit.com/@appbrewery/blackjack-start#main.py

Copy the code from this replit to your own Python file.

Submission:

Include comments in your code to explain the logic and functionality.
Submit the Python script or project files along with a brief explanation of your implementation.
Avoid using Chat-GPT or other similar chatbots. We will note the usage of such AI tools and treat it as plagiarism.