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2D Game Changes: Blackjack Attack

I was able to implement most of my original features to the staple game Backjack. The player is able to choose their value for HP for the round. My planned goal of getting the Dealer's HP to 0 is the same and was implemented. I stuck to my aesthetic of an old school arcade game using 8-bit assets. Both the win streak bonuses and pair protection from having the same numbered cards made it into the game. I did not get to add an exit button however, and could be implemented at a future time for the user's convenience. All of my art assets from my one pager were integrated into my final game. I chose not to add any background music because I realized I personally do not like background music. I chose to make pressing the Start, Restart, Hit, Stay buttons all the same sound because it was less overstimulating to hear the same "pop" noise rather than a bunch of different ones. I also chose to add victory or sad music for the win or loss of the player just to keep it simple.