My game is done entirely in the command line so each question is something like this:  
J's turn

Your hand: J has: 10C 10D

Your hand value: 20

Do you want to hit or stand? (h/s): s  
  
where 10 is the value and C or D is the suit

This has a player J and shows his hand and asks him what he wants to do.

I was able to do:

* Creating players
* Creating cards
* I added creating the special cards as it was not too hard
* Creating any number of players, max 8
* Did a basic CLI that asks all of the players whether they want to hit or stand.
* There is no operations on the otherside of that besides HIT or Stand

I believe I pretty much accomplished everything I had set out to do

A computer screen shot of a black screen

Description automatically generated

Next week I will implement all of the rest of the work:

* Add betting
* Will result in a winning screen that shows who won
* Add delear operations
* Will add a tie conditions