Project notes

Deck

* One deck per game
* 52 cards in the deck
* Implement shuffle function/ shuffled each game

Functions:

* Shuffle() shuffle deck
* DrawCard() draw card
* getCard() return value of card, if ace needs handling

Card

* Each card has a rank 1-11
* Use constants for faces and ace choosing 1 or 11

Functions:

* aceVal() = can set the ace to one, default 11

Player

* Hand (array of cards) starts at 2
* Hit (one or more times) or stay
* If hand is greater than 21 they bust and their turn is over
* Wins if initial hand is 21
* Always goes first before dealer

Functions:

* getHand()
* hit()
* stand()
* playerCount()

Game

* If both player and dealer get 21 on opening hand, then game is a draw
* If both players bust dealer wins
* If both players have the same score, the game is a tie
* Compare players hand (they go first) to dealer’s hand (they play after player)

Functions:

* getWinner()
* printMenu()

Dealer

* Must hit with a total 17 or less, stand otherwise
* Wins if initial hand is 21

Functions:

* getHand()
* hit()
* stand()
* dealerCount()

Hand

* addCard()
* return array of card