New game

Players\_array and dealers array cards to put put in

Discard array

Shuffled\_deck.pop to player and dealer array

Game should run from there

At the end of the end of the game

Need to ask if the player wants to play again

If yes go to new game if no exit

I think I need to replace all exit scripts with new game scripts

Instead of exit

Puts “Do you want to play again. Y for Yes or N for no?”

new\_game = gets.chomp.upcase

if new\_game = ‘Y’ do

new\_game

else

exit

Def new\_game

While !players\_array.empty? || !dealers\_array?

Discard << players\_array.pop

Discard<<dealers\_array.pop

Break

End