Initial Specifications

I am going to make a blackjack game. The program will deal the cards as well as make bets based on what cards it has dealt itself. The player will start with a set amount of chips and have the ability to check, raise, or fold on each hand according to the rules of black jack.

Release Schedule

* Deal cards to house and player
* Read in possible moves
* Adjust chip count between house, player and pot
* Asses house cards and determine computer move
* Recognize when the player is out of chips to end game