**Black Jack Game Rules and Process**

**What is Blackjack game?**

A card game the object of which is to be dealt cards having a higher count than those of the dealer up to but not exceeding 21. — called also twenty-one, vingt-et-un. b : an ace and a face card or ten as the first two cards dealt to a player in the game of blackjack.

**Questions we need to consider before creating the code**

1. How will you choose to represent the different values of cards within this?
2. How will you take input from the user?
3. How will you decide who wins and who loses?

**Rules**

The deck: A normal pack of cards consists of 52 cards

User input:For an initial version this would likely be via keyboard input, but might in a later version be a graphical “Click to draw” or “Click to hold” type interface.

The game logic: There are a set of rules that need to be implemented here that are separate from the interface itself.  From a developer’s point of view, you would just have to know whether the user has chosen one option or the other when deciding how to proceed in the game.  As far as the game logic is concerned, it doesn’t matter whether this comes via keyboard input, mouse input or even as far developed as VR interface, the basic rules of the game will remain the same!

You, the human player (or user) will be playing against the computer.

The aim of the game is to get as close to (but not go over) the card sum value of 21.  
The card values in this simplified version of the game are as follows:

All aces (A) have value 1, all 2’s have value 2, the 3’s have value 3, …, the 10’s have value 10. All Jacks, Queens and Kings also have value 10.

A conventional deck of playing cards without the jokers (52 cards) is shuffled. Two cards are given to each of the two players (user and computer). One of the two computer cards is face down, i.e. hidden from the human player.

Each player has one go starting with the user. During their turn, the user can keep  
drawing new cards until they feel that they are as close as possible to score (card sum) 21 but also at a higher score than that likely to be achieved by the computer. Remember that the user can only see one of the two cards of the computer. The user then stays (does not draw any more new cards) and it is the computer’s turn to play.

Computer’s turn: The computer reveals its inverted card and plays in a similar way as the human player. However, when the computer gets to a score equal or greater than 18 (after its final new card) it stays (computer strategy).

In the end the winner is the player who has the highest score but this score should be equal or lower than 21. Any of the two players who goes over 21, loses immediately.

Also, if the computer and user have equal scores then the computer wins