Blackjack Python game

**game overall guidance:**

build a simple blackjack game, with an automated dealer. •

•build a game with a text-based platform, that later can be modified to a graphical platform and to have the ability to add more rules and more players to the game.

create classes and functions that reflect each part of the game. •

**classes:**

• Board

•Dealer

•Player

•Card

**Board:**

Need to be visualized at all time, after every action we need to show him with the changes.

Basically, the board need to be a function that print the state of the board at all time necessary, but it will remain a class for future optimizing.

Will have a function that will get the dealer and the player hands and will show it.

Clear function

The sum on the table

**Dealer:**

Data:

3 cards, only 1 will be random in the beginning, the rest in the next moves

Functions that calculate the sum of the cards, including the special ones.

**Player:**

Will inherit from dealer.

Date:

2 cards will be random in the beginning , the rest in the next moves.

On each move we will ask the player if he wants to hit or stop.

Balance- how much money does he have

Functions that control his money if the loss or win.

**Card:**

Will have a numeric data from 1 to 10 that can be display and cucullated

Each card as a string value that will tell his worth.

**main game:**

Functions:

• win-checks who wins

•bust

•play again

•random card

Improvements:

• make the game a graphic one

•add more players

•add more blackjack rules