BlackJack: A Card Game in Python

Project Description

The project aims to create a blackjack game using the Python programming language. However, the blackjack game will be non-traditional in the sense that the limit can be adjusted to determine its difficulty. For instance, instead of the traditional limit of 21 in blackjack, the user can input a limit of 16 to make it more challenging or 30 to make it easier. The problem to be solved is the development of a program that can accurately simulate a game of blackjack, including dealing cards, calculating scores, handling bets, and determining the winner.

Technical Objectives

- Implement a card deck that can shuffle and deal cards
- Develop a system to calculate scores based on the values of the cards dealt
- Develop a system to calculate the total money the player has across multiple games
- Develop a system to determine the winner of the game based on the scores of both player
- Develop a system to determine what difficulty the player wants to set the blackjack to be