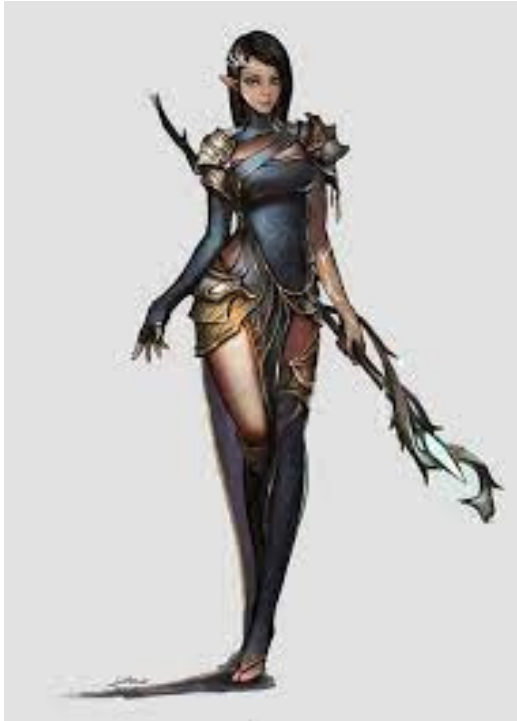# BLACKJACK GAME PRESENTATION

How we built our Blackjack game with Python

# ABOUT US



## GIANG

The worrior coder



## SANDRA

The worrior designer

# ABOUT BLACKJACK

- Blackjack is a card-based game played at casinos.

- The participants in this game compete with the dealer assigned by the casino.

- The magic number for Blackjack is 21.

- If a player gets an exact 21 = Win

- If a player gets above 21 = Loose

# PLAYING PLAN

1.  Create a deck of 52 cards

2.  Shuffle the deck

3.  Deal two cards to the Dealer and two cards to the Player

4.  Show only one of the Dealer's cards, the other remains hidden

5.  Show both of the Player's cards

6.  Ask the Player if they wish to Hit, and take another card

7.  If the Player's hand doesn't Bust (go over 21), ask if they'd like to Hit again.

8.  If a Player Stands, play the Dealer's hand. The dealer will always Hit until the Dealer's value meets or exceeds 17

9.  Determine the winner

10.  Ask the Player if they'd like to play again

# STEP BY STEP PLAN

Step 1: Imports and Global Variables

Step 2: Create a Card Class

Step 3: Create a Deck Class

Step 4: Create a Hand Class

Step 5: Write a function for taking hits

Step 6: Write a function prompting the Player to Hit or Stand

Step 7: Write functions to display cards

Step 8: Write functions to handle end of game scenarios

# THE GAME

Demo Time:

Now lets play!

# THANK YOU