Conceptual Coverage (40 points) - I believe my project falls into the "Exellent" category (40 pts) for the following reasons:

- I/O: My program reads user input via input() and displays output via disp()

- Vectors: I use vectors to store player and dealer hands, totals

- Sound: I implement sound effects using the audioread function paired with .wav and .mp3 files

- Conditional execution: I use if/else statements for input validation

- nested Loops: I implement for, while and if loops with multiple layers to process hands, totals and pathways in the game.

- Functions: I used a function to declutter my main file

-Animation: I used the pause in build function and custom ASCII art to animate a visual intro and make experience more enjoyable for user

I implemented every required programming concept showcased in the practicals which is why I believe this projects conceptual coverage deserves the "Excellent" category.