BLACK JACK (poker failed)...

Features

- User is able to declare money and is able to bet that money
- app holds onto player money value throughout runtime
- [Introduction to Blackjack]
- Will calculate and inform the user how off he is from 21
- Option to keep playing
- draws random cards from a deck
- and displays in game format
- determines win condition

Cards

```
def initialize(value, suit)
     @value = value
        human_value = {
   "the #{human_value[value]} of #{@suit}"
end
```

```
require_relative './card.rb'
Deck class Deck
             SUITS = [:Hearts, :Diamonds, :Clubs, :Spades]
             def initialize
                 @cards = SUITS.map{|suit| build(suit)}.flatten.shuffle
             end
             def draw
                 @cards.pop
             end
             def build(suit)
                  (1..13).map {|value| Card.new(value, suit)}
             end
         end
```

Control - Single Round of BJ(WIP)

```
deck = Deck.new
card = deck.draw
hand = []
hand << card
puts "Dealer: \'Psst. Got money?\' "
money = gets.chomp.to_i
puts "how much this game?"
bet = gets.chomp.to i
puts hand
begin
    case bet
    when bet > money
        puts "try again bud, not enough!"
    else
        puts "your options are:"
        puts "1. stay"
        puts "2. hit"
        option = gets.chomp
    end
```

```
if option == "stay"
    arr = hand.map{|card| card.value}
    total = arr.reduce(&:+)
    if total < 21
    puts "you win #{bet * 2}"
    money += bet * 2
    puts "you now have $#{money} left to play with"
    else total > 21
        money -= bet
        puts "you now have $#{money} left to play with"
    end
elsif option == "hit"
    hand << deck.draw
    puts "cards:"
   hand.each {|card| puts card}
    arr = hand.map{|card| card.value}
    total = arr.reduce(&:+)
    difference = 21 - total
    puts "you are now #{difference} from 21"
else option == 'exit'
end
until option == "stay"
```

TODO:

- Gems: tty prompt , Ascii Art
- Computer response computer player
- Win check
- Loop to play
- Display cards
- Error handling Invalid input.