**✅ To-Do List: Blackjack Game in Python**

**🎴 1. Set Up the Game Environment**

* Create a new Python file (blackjack.py)
* Import necessary modules (random)

**🃏 2. Create the Deck**

* Define card values (2 to 10, J, Q, K, A)
* Create a deck with 52 cards (4 of each)
* Write a function deal\_card() to randomly pick a card

**📊 3. Calculate Scores**

* Write calculate\_score(cards) function
  + Add values of cards
  + Adjust for Aces (if score > 21, treat some Aces as 1)

**🧍 4. Set Up Player and Dealer Hands**

* Deal two cards to player and dealer
* Store them in separate lists

**🎮 5. Implement Game Flow**

* Display player's hand and one of the dealer's cards
* Ask player: "Hit" or "Stand"?
* If "Hit":
  + Add a card to player hand
  + Recalculate score
  + If score > 21, game over (player busts)
* If "Stand":
  + Dealer's turn begins

**💻 6. Dealer Logic**

* Dealer draws cards while score < 17
* Show final hands

**🏁 7. Determine the Winner**

* Compare scores:
  + Check if anyone busts
  + Determine winner or draw
  + Print result

**💄 8. Improve Output (Optional UI)**

* Format output to be clear and user-friendly
* Display both hands side-by-side at end
* Add emojis or color (optional)

**🔁 9. Add Replay Option (Optional)**

* Ask player if they want to play again
* Restart the game loop if yes

**🧪 10. Test Your Game**

* Try different scenarios:
  + Player gets Blackjack
  + Player busts
  + Dealer busts
  + Draw

**🔧 Optional Features for Later**

* Add chips or betting system
* Add multiple players
* GUI with tkinter or a web version with Flask or React
* Save high scores or stats