

DEVELOPING THE GAME LOGIC

The most important part of the game, the cards:

- Create the deck of cards with Javascript
- Create functions for the deck e.g. shuffle
- Deal the first round
- Evaluate both the dealer and the player's card totals
- If the dealer has blackjack, the player busts
- Else, if the player has blackjack, the player wins and the dealer busts
- If both dealer and player has blackjack, it's a push
- If the game proceeds ^{beyond} above point, the player can now decide whether to hit or to stand. Player can keep hitting until they are close to or over 21. Player then stands
- Dealer must continue to draw cards until the card total is equal ^{to} or greater than 17.
- Compare totals at the end of the round:
 - whoever is closest to 21, but still under, is the winner
 - Whoever is over 21, is the loser