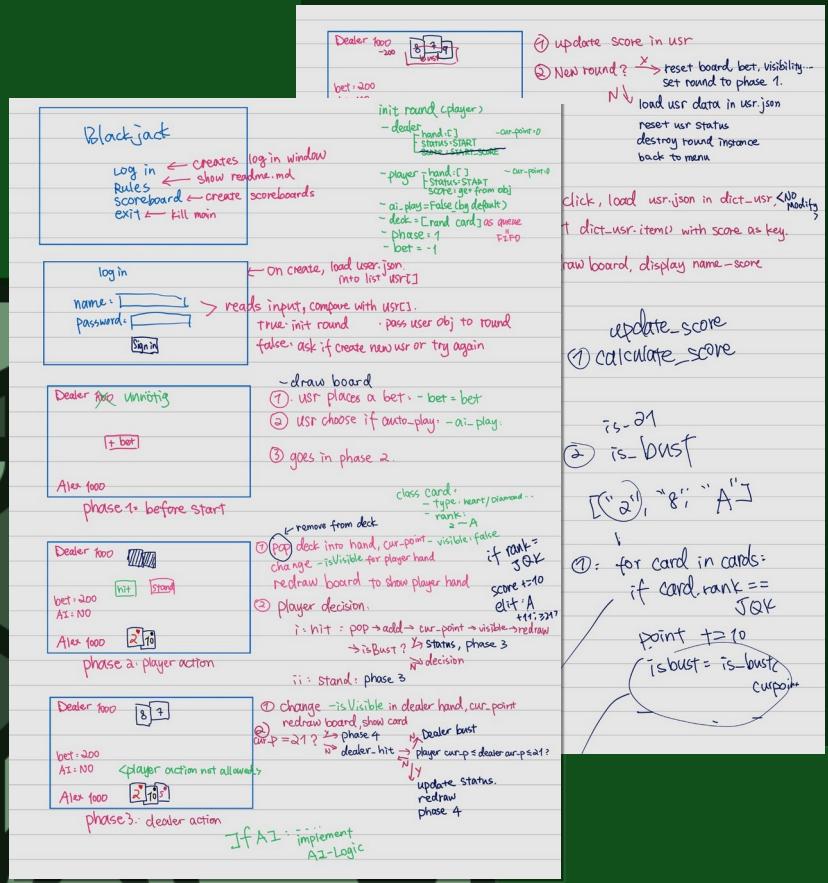


POV: You have a wonderful team.

How it started:



How it's going:

```
<cards.Card object at 0x000001AFE612E030>,
<cards.Card object at 0x000001AFE612D8B0>,
<cards.Card object at 0x000001AFE612D9D0>,
<cards.Card object at 0x000001AFE612DBB0>,
<cards.Card object at 0x000001AFE612D7F0>,
<cards.Card object at 0x000001AFE612E4B0>],
0,
: <player.Player object at 0x000001AFE60BCAD0>
add_bet()
place_bet()
10', 'Spades'), ('2', 'Clubs')]
'Q', 'Clubs'), ('7', 'Clubs')]
add_on_click()
10', 'spades'), ('2', 'clubs'), ('4', 'clubs')]
add_on_click()
player: 26LOST. Dealer: 17WIN
```

A
♠

Frontend:

- main menu
- login page
- game table
- place bet
- score board

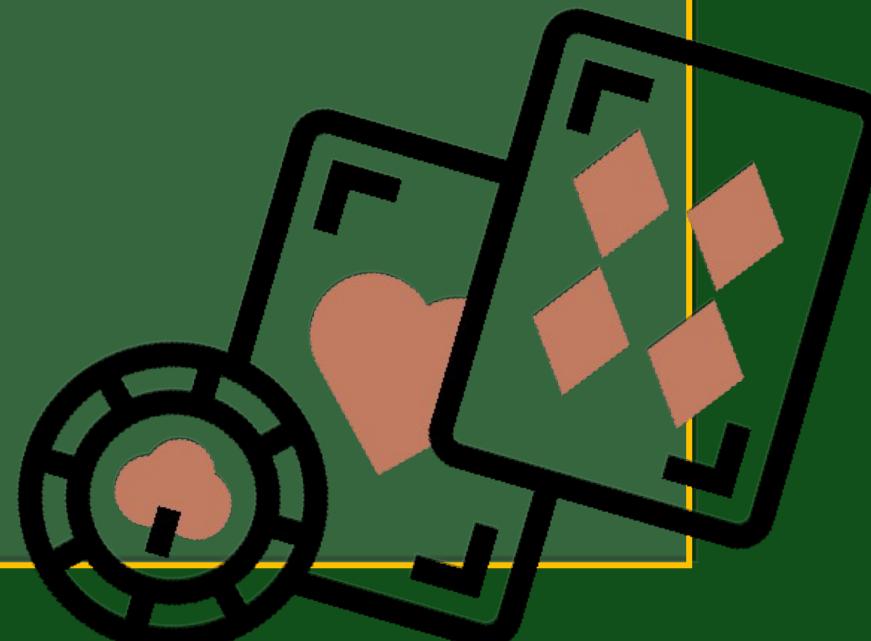
Backend:

- Game logic
- Player & Dealer
- User Management
- User database

Let's play a round!

TODO:

- Beautiful frontend
- Integration
- Brutally test it until it broke...
- Deliver Bug-free project
- README.md



..and it will look like this(hopefully):

The image shows two overlapping web pages. The left page is a login form with fields for 'username' (containing 'manfred') and 'password' (containing masked text). It has a yellow 'Sign in' button and a note below it. The right page is a bet placement interface with a title 'Place your bet!', a central bet amount of '100 \$', and buttons for '- 100 \$' and '+ 100 \$'. A horizontal line separates this from a 'Lock in' button. At the bottom, a status bar shows 'User manfred' and 'Balance 900'.

username
manfred

password

Sign in

Creates a new account, if the username is not yet taken.

Place your bet!

100 \$

- 100 \$ + 100 \$

Lock in

User manfred
Balance 900