**Simplified Blackjack Game – Built in Python**

# House Rules:

* Card deck is unlimited
  + No jokers
  + Ace counts as 11 or 1
  + J, Q, K all count as 10
  + Cards not removed from deck after being drawn
  + All cards have equal probability of being chosen
* Use following list as card deck – [11, 2, 3, 4, 5, 6, 7, 8, 9, 10, 10, 10, 10]
* Computer is dealer

# Program Requirements:

* Ask user if they want to play (y/n)
  + Yes – continue
  + No - quit
* Show logo
* Show players two cards [list] and total
* Show computer/dealer first card only
* Ask user to hit or hold (y/n)
  + Yes – show another card and total – circle back to hit/hold question
    - If user includes ace and total is greater than 21, ace becomes 1 rather than 11
  + No
    - Show user final hand and score
    - Complete computer/dealer hand
      * If less than 17, must hit
      * If over 17, hold
    - Show computer/dealer final hand and score
* Reveal winner/loser/draw
* Circle back and ask user if they want to play (y/n)