AJ Cendejas

Final Project Summary

Simplified Blackjack

I went into this thinking I would create a great blackjack game that would be really accurate and that it wouldn’t be super difficult but then I started writing the code and the game became more and more and more simplified as it went. I ended up just creating a simple version with a dealer and a user selected number of players(1-6). It simulates a hand of Blackjack and then shows the results of that hand with appropriate payout(kinda). The simplifications I made, not being able to split or double down eliminate some of the opportunities for winning and the amount won but I think it still gets the premise of the game across without some of the more subtle details of blackjack. The biggest problem I ran into doing this and something I’d have to spend a lot more time on was how to handle the occurrence of a user selecting to split the hand. There are just a lot of factors that play into that and then also the value that has been assigned to my player was then incorrect for their hand so then I’d have to come up with a way to split the value appropriately and it was just eventually too complex for me to fit in. I was a little disappointed in the fact that it was hard to get this project to accurately simulate the game of blackjack but I’m glad I eventually got it to work.