STEPS

* choose lucky dealer: when click on a character, hide all character divs then show div playing
* player bets money
  + click chip value to add into bet amount
    - pop up 2 buttons
      * Deal
      * Clear
    - subtract bet amount from dealer bankroll
    - display bet amount
* click Clear
  + Bet amount = 0
  + Hide clear & deal buttons
  + Add bet amount to player bankroll
* click Deal
  + hide deal & clear button
  + 2 face up cards to player
    - function add cards together
    - function display total
  + 1 face up & an image of a face down card to dealer
  + 2 buttons pop up
    - click hit
      * deal 1 card
      * function add cards together
      * function display total
      * if (total = 21)
        + call function dealerTurn
      * else (total > 21)
        + display bust button
        + show deal & clear button
        + hide hit & stay button
    - click stay
      * call function dealerTurn
* function dealerTurn
  + give dealer another card
  + function add cards together
  + function display total
  + if dealer total < 17
    - draw a card
    - function add cards together
    - function display total
    - to draw again if not 21 yet???
  + else if dealer total < 21
    - compare display total function
      * if (dealer display total > player display total)
        + display dealer image win
        + clear bet amount
        + display Play again button, when click

clear bet & win amount

* + - * else if (dealer display total < player display total)
        + display player image win
        + put bet amount into win amount
        + display Play again button

clear bet & win amount

* + - * + bankroll = bet + win
      * else
        + display tie
        + display Play again button

clear bet & win amount

BONUS

Show chosen dealer on the playing page

Add double down button

Advice button to give player best strategy whether to hit or stay

Animation & sound when loose, win, or bust

REQUIREMENT:

- New Github repo for this project

+ clone project onto computer

- 2 players take turn

- logic for winning

- display who win

- deploy game online

- readme.md: explains technology, the approach take, installation instruction, unsolved problem

- a link of the game on Github

STARTING

- Break the project down

+ data

+ presentation

+ views

+ style

+ DOM manipulation

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