

## **Project Title: Blackjack Game**

### **Project Requirements:**

#### **Card Dealing:**

- At the beginning of the game, two cards should be dealt to each player and the dealer.
- Cards should be represented as "A", "2", "3", ..., "10", "J", "Q", "K".

#### **Score Calculation:**

- The values of the cards should be calculated. "A" can be 1 or 11, "K", "Q", and "J" are all 10, and other cards have their face values.
- The score of a player's hand should be calculated by summing up the values of their cards.

#### **Game Flow:**

- Players should be given the options to hit (draw a card) or stand (pass).
- A player should not exceed 21 points. If a player's score goes over 21, they lose the game.
- The dealer (computer) should draw cards until they reach 17 or higher.
- After the game ends, the result should be declared, and the player's account should be credited or debited based on the bet amount and the result.

#### **Additional Features:**

- Players should start with a certain amount of money. They should be able to see their current balance after each game.
- Implement a betting system where players enter the bet amount. Ensure that the bet amount does not exceed the player's current balance.

#### **Optional Features:**

- Keep track of the number of games won and lost by each player and display the results.
- Allow players to input their names and display their names along with the results.