PROJECT TITLE: BlackJack
PURPOSE OF PROJECT: Entertainment'
VERSION or DATE: 1.0, 7th of March, 2019
HOW TO START THIS PROJECT:

1.) Open the bluej package in the blackjack folder
2.) Right click on the game class
3.) Click on void main(String[] Args)
4.) Click ok
5.) The Game will run from there

AUTHORS: Daniel Malis
USER INSTRUCTIONS:

1.) Once the game loads it will ask you whether you are playing by yourself or will two people
2.) Next it will ask the first player for their name and bankroll
3.) Asks the user for how many decks to play the game with
4.) Asks for the second players bankroll and name if applicable
5.) Game begins
6.) Card will be dealt to all players including the dealer
7.) The first player goes and is asked if they would like to double down
8.) If they say yes add one card and then skip to step 12
9.) Otherwise you will be asked to hit or stand
10.) If hit as long as your total is less than 21 the user will repeat step 9 until stand is called
11.) If stand repeat steps 7-10 with the second player if applicable
12.) Go to dealers turn
13.) Results are read

WORKS CITED: Zach Lefkovitz, Brian Reich