For C-level For B-level For A-level For extra credit

**Dealing**

1. instructions()
    a. Introduce game and rules
2. makeADeckOf52()
    a. Credit to Nanette
    b. Make the card numbers 0-51 not 1-52?
    c. Adapt to fit card class
3. (hand,deck) = dealAHand(deck)
    a. Create a 2-card hand, remove cards from deck
    b. hand.append(deck.pop())
    c. Adapt to fit card class
4. blackJackValue = bjHandValue(hand)
    a. Count value of hand, ace=1, face cards=10
    b. Adapt to fit card class
5. displayHand(hand)
    a. Print hand list in terms of values and suits
    b. Use two dictionaries to look up suit/value from 0-51 number
    c. Adapt to fit card class
6. Call functions in main()
    a. Describe IPO for each function
7. Write Card class
    a. __init__()
    b. __str__()
    c. cardNum, faceValue, suit are variables
    d. bjValue variable
8. Player class
    a. Hand, hand value, games won, player name

**Playing**

9. Write main setup for a single turn
    a. Deal 2 card hand
    b. Display hand
    c. Display value at end of turn
    d. Add option to get another card until game ends
        i. Give 1 card until decline or until cards' value >21
10. turn(deck)
    a. Calculate and return bj value and smaller deck
    b. Include 2nd player turn completely after 1st player turn is over
        i. Use same function and functions inside turn
11. main() winner is greatest bjvalue <=21, or they tie
12. Let aces be high if it'd make hand value <=21 still