Following are the objectives of this project

* Make it interactive such that the player always knows what his cards are what their values are.
* Able to make bets and win or lose.
* Able to handle upto 6 players.
* Keep tracking of each players cards values.
* Implementing all the rules of blackjack according to the following video. <https://www.youtube.com/watch?v=qd5oc9hLrXg>

Current Problems:

* Unable to call one function into another.
* Need a function to create multiple instances i.e there should be a player class that creates object and a function that creates upto six instances of player.
* Each player should check its value against the dealer’s value and if he’s hit blackjack.