Add game logic:

* Deal two cards to each player. One of the dealer’s cards is face down. Do not add face down card to hand value.
* If player Hits, add a card to the player’s deck
  + Calculate new hand value
    - Determine winner if Bust or Blackjack
* If player stands
  + Show dealer’s second card
    - Determine winner
* Add value to the win lose count
* Display the dialog with winner or loser
* Reshuffle deck
* Reset player’s hands

Create deck class

* Holds all cards, will create and hold three decks
* Shuffles cards in deck
* Gets the top card from the stack

Pseudo code

Class Deck {

static int TOTAL\_DECKS = 3

Stack<Card> deck

Deck() \\ constructor that will initialize and create the cards to go into the stack

private List<Card> createDeck() \\ will create and return a deck of 52 cards

public List<Card> shuffleDeck() \\ shuffles the current deck of cards

}

Modify Hand fragment to display cards

* Dynamically place cards
  + At first adding them next to each other is fine overlapping can come later

Store Win/Lose count in shared preferences. Display using dialog

* Access stats from app bar menu