**In this task, you are asked to create a Blackjack game engine:**

* The game should be entirely text based. No graphical UI is required. >> **Done**
* The game should be written using TypeScript. It can execute in either Node (console) or in a browser, but either way, your solution must include a build process to prepare your files for the medium in which you're playing. >> **Done**
* The game does not require any form of gambling, nor should it keep track of score or money. Each round of Blackjack should be run in isolation. >> **Done**
* The game will be for a single player (and the dealer).  >> **Done**
* The game should use a single deck of cards, which should be whole, clean and shuffled for each hand. >> **Done**

**Rules of the game:**

* The player and the dealer receive two cards each from a shuffled deck. >> **Done**
* After the first two cards are dealt to dealer and player, the player is asked if they'd like another card (called 'hitting'), or if they are happy with the cards they have already (called 'staying'). The object is to make the sum of your card values as close to 21, without going over. If the player makes 21 exactly, they have blackjack, which can't be beaten. If they go over 21, they are 'bust' and lose the round. The player is allowed to stop hitting at any point. >> **Done**
* The number cards (2 through 10) are worth the number displayed, face cards are worth 10, and an Ace can be worth either 1 or 11. For example, if the first two cards are a Jack and an Ace, the player would want to count the Ace as 11 since 10 + 11 = 21 and they'd have blackjack, but, if they had already had a hand worth 18, decided to hit, and got an Ace, they'd want to count it as 1, since counting it as 11 would put them at 29 and they'd go bust. >> **Done**
* Once the player's hand is finished, the dealer tries to do the same. The dealer must keep hitting until they get to 17. If they get above 17 without busting, they can stay. >> **Done**

**Scoring the game:**

* If a player gets an Ace and a picture card (a Pontoon), they automatically win. >> **Done**
* If a player has five cards and is still not bust (a five-card trick), they automatically win. >> **Done**
* If the player has blackjack, they win, unless the dealer also has blackjack, in which case the game is a tie. >> **Done, but contradict with the last point**
* If the dealer busts and the player doesn't, the player wins. >> **Not done**
* If the player busts, the dealer wins. Note: as soon as the player busts, the round should stop - the dealer does not need to do anything further to win. >> **Not done**
* If the player and the dealer both don't bust, whoever is closest to 21 wins. >> **Done**
* Dealer wins on a tie (even on Blackjack) >> **Done**