```
#How to play blackjack
#1) Create table (game)
#2) Ask name of player
#2) Decide how many decks of cards to play with
#2) Dealer shuffles cards
#3) Deal cards

    one for player

   - one for dealer (face_down)
# - another for player
# - another for dealer (face_up)
#4) Calculate scores, only player score is known by the user
    - If blackjack, find winner and end game
#5) Ask Player if they would like to hit or stay
     - If hit, calculate score
#
       - If blackjack, find winner and end game
       - If bust, find winner and end game
#6) Dealer hits until 17 is reached
#
      - Calculate score
#
       - If blackjack, find winner and end game
       - If bust, find winner and end game
#7) Still no blackjack and no bust
#
       -find winner
#
       -end game (ask to play again)
#
Nouns (and behaviors)
Deck
-Make a deck
       - need 52 card objects
-Deal
       -needs to produce one card object from the deck
-Shuffle Deck
       - shuffle all card objects in deck
Player
-Make a player
  - name
  - player_score
  - hand = []
-Calculate Score
       -calculate score of player hand
       -Blackjack
               - if player_score == 21
                      -black jack = true
                      -end game
       -Bust
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- if player_score > 21
                         - bust == true
                         - end game
Dealer
-Same thing as player. Should be subclass of same thing
Cards
-Make cards
        - suit
        - value
Game
- Make players
        - Make Dealer out of Player object.
        - ask name from player to pass into new Player object.
-Make deck
        - ask how many decks to play with
<u>-Play</u>
        @end game = false
        -ask if ready to start
                if yes then [end_game = false]
while [end game == false]
        - set Player score and dealer score to zero
                -set blackjack and bust to false
        - deal Player one card
        - deal Dealer one card (do not show value)
        - deal Player one card
        - deal Dealer one card
        calculate player score(checks blackjack, check for winner)
        calculate dealer score(checks blackjack, check for winner)
        ask Player if wants to hit
                         -deal Player one card
                         -calculate player score(checks blackjack, check for winner)
                                  -check for bust?
        -deal Dealer one card while dealer score < 17
                 calculate dealer score(checks blackjack, check for winner)
```

-Player win?

check for winner

Winner