**Blackjack card game**

**Background and motivation**

Card games were first introduced in the fourteenth century in Europe (MoreHead, 2013). Blackjack is a widely played casino card game that is played with the house holding the dealer’s hand and a number of players (al., 1995). The key objective of the game is to get a card combination count which surpasses that of the dealer but less than twenty one (al., 1995). The game is played with a deck of fifty two playing cards or more depending on the rules of the casino (al., 1995).

**Problem Statement**

The aim of this version of blackjack is to have the Ace card object’s rank to always be one. In addition, the player gets only one round to play the game.

**Approach**

This project wishes to create a card game in java with the following milestones: The first is to code a data structure with one standard decks of 52 playing cards. One player can play this game at a time with a computer player. The text based version of the game will be implemented to make the game easy to compute. Lastly, the project will be accessible for assessment in the form of a GitHub code.

**Timeline**



The milestones were not all implemented because of time constraints(implementing a timer and putting a GUI).

# Works Cited

Forte et al. (1995). *Cards and methods for playing casino 21 or blackjack.* United States: United States Patent.

MoreHead, A. (2013). *The complete book of solitaire and patience games .* Read Books Ltd.