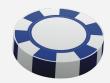
Blackjack PROJECT

Python and Math Fundamentals Course







INTRODUCTION

Objective: Using python, create a blackjack game for two players.

Goal: Analyze three blackjack strategies to determine the best strategy for our next trip to the casino so we can win big!



GAME STRATEGIES



LIGHT HITTER

Hit = toal < 11



CONVENTIONAL

Hit = total < 16



HEAVY HITTER

Hit = total < 18





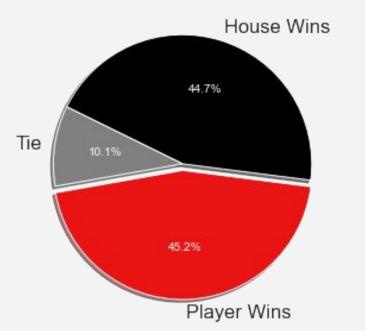


30,000

Rounds of Blackjack - 10,000/strategy

CONVENTIONAL RESULTS

Conventional Hitting Strategy

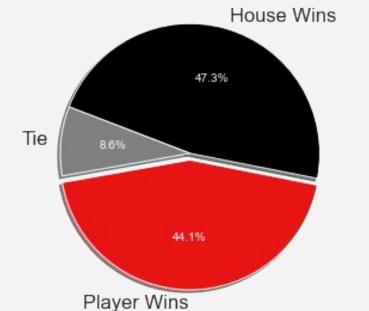


Player Wins	House Wins	Tie
4,520	4,475	1005
45.20%	44.75%	10.05%



HEAVY HITTING RESULTS

Heavy Hitting Strategy

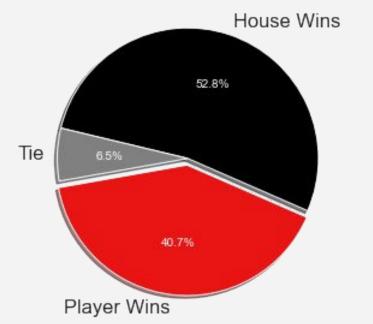


Player Wins	House Wins	Tie
4,413	4,726	861
44.13%	47.26%	8.61%



SAFE HITTING RESULTS

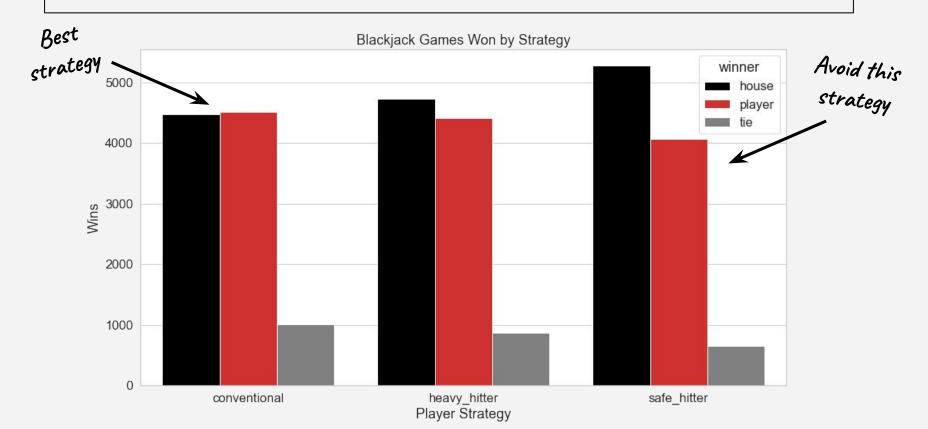
Safe Hitting Strategy



Player Wins	House Wins	Tie
4,067	5,281	652
40.67%	52.81%	6.52%



STRATEGY COMPARISON



RECOMMENDATION









Conventional	Heavy Hitter	Safe Hitter
Highly recommend	Recommend	Not a safe bet!
45% Hands Won	44% Hands Won	41% Hands Won





THANKS!

Does anyone have any questions?

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CREDITS: This presentation template was created by **Slidesgo**, including icons by **Flaticon**, infographics & images by **Freepik**

Appendix

