Project Proposal

Blackjack is a game where a dealer deals each player 2 cards, including the dealer himself/herself, to initiate the game. Each player then has 2 choices to either hit, collect an additional card from the dealer, or stay, wait for the other players and dealer to reveal their cards, to see if they won. The goal of the game is to get as close to 21 as possible without going over. If a player chooses to hit and their point total goes above 21, that players busts and loses automatically. A player can choose to hit as many times as they want until they bust. After all players, who didn’t bust, have chosen to stay with the cards they currently have, the dealer plays their turn. Typically, as a rule of thumb, the dealer has to keep “hitting” as long as their card total is under 16. This makes the game more consistent and predictable since every layer is ultimately playing against the dealer. After the dealer has completed their turn, all of the players reveal their cards and the player(s), who didn’t bust, with the highest total wins.