1. Understand the Class and Problem
   1. Create a of Blackjack , with MVC, that takes into account a pot of money and the number of cards left in the deck.
      1. If dealers total is less that 17, dealer should always hit.
      2. Check to see if there is still money
      3. Check to see if there are still cards in deck
      4. Display all hands when round is over
      5. Reset the display to dealer once card back of card and other one showing
2. Phase 1 (SETUP Basic JFRAME in GameView Class):
   1. Setup the blackjack table. Display the cards for dealer on NORTH and for the player on SOUTH. Dealer should have one card show only the back of card icon
   2. CENTER should display the current players dollars and below should have and text field input for the bet that will be made each round.
   3. EAST and WEST should have hit and stay buttons that will eventually be attached to action listeners.
3. Phase 2 (SETUP Game Model with data)
   1. Create the blackjack game with appropriate arguments in the GameModel constructor
   2. Deal two cards to each player and test their values
   3. Create helper methods to display values in console and test public methods that test bust, win, loss, and push.
4. Phase 3(SETUP Game Controller Logic)
   1. Initialize the game in gameControllerInit() method
      1. Set number of cards in dealer and player
      2. Initialize GameView table
      3. Update dollar message
      4. Initialize the hands on the table
      5. Add listeners to both buttons
   2. Hit Listener
      1. Gets the bet from view and sets it in model
      2. Should check if the players busts
         1. If bust, start new round
      3. Update players hand in view with new card added
      4. Check if there is money left
      5. Check to see if deck is empty
   3. Stay Listener
      1. While dealer hand is less 21, deal to dealer
      2. Check if computer busts
      3. Else check if dealer wins by having higher total less than 21
      4. Else check if player wins by having higher total less than 21
      5. Else check if player and dealer are tied which is a push.
      6. Update all hands by displaying final hands of both player dealer when round ends