**Abstract:**

This project aims to create a simulation of the popular casino game, Blackjack. The game will be built using C++, and will feature a basic gameplay loop that allows players to place bets, receive cards, and make decisions based on their hand's value. The game will feature a modified rule set, adhering to the standard casino rules for Blackjack, including the use of a standard 52-card deck, with face cards and tens counting as ten, and aces counting as eleven. The project will also include a graphical user interface, providing players with a more immersive and engaging experience. The primary objective of this project is to create an enjoyable and challenging game, while also providing a platform for experimentation with different strategies and rule variations.