**Milestone Project #2 – Blackjack Overview**

**Player Goal: Get closer to total value (sum of face up cards) of 21 than computer**

**Special Rules:**

* Face cards (K, Q, J) – value of 10
* Aces – count as either 1 or 11 (preferable to the player)

1. Human player will have bank roll (attribute for bank roll)
2. Human player places a bet from bank roll about whether or not they will win
3. Player starts with 2 cards face up
4. Computer starts with 1 card face up & 1 card face down
5. Player goes first
6. **Hit** – receive another card OR
   1. **Stay** – stop receiving cards
7. If player under 21, computer hits until they beat player or the dealer bust (over 21)
8. 3 possible outcomes of game:
   1. Player keeps hitting and busts (before dealer even goes). P**layer loses bet**. Game is over. Dealer collects money
   2. Computer wins – gets sum higher than player, but lower than 21. **Player loses bet**. Game is over. Dealer collects money.
   3. Player wins – computer keeps hitting and busts. Player doubles bet money ----> goes to bank roll.