Blackjack

1. My game generates cards at the start of the game and deals them to the player using a card class for the card template, and a deck class for generation and distribution. The player has two options, to ‘hit’ or ‘stay’. Each card adds to a total value, if that value goes over 21 its a bust. If the player decides to stay, then the dealer has their chance to beat the score.
2. I started off with the base structure of a module, or python app with classes in their own respective files, and an app file that calls on all the class files in the package. From there I had a better idea of how things will be separated and joined together in the main app file. There were some difficulties along the way, especially with the dealer behavior and card functionality. One of the biggest was card generation and appending to the hand list. That was resolved mainly through trial and error and google assistance.
3. I personally learned more about list manipulation, and the list data structure in general, and a lot of debugging skills.
   I think one of the best features is the combination of lists to generate a card value and add it to a total score value. But its shortcomings are its lack of features. I would like to have implemented a betting feature or a player addition feature to play with multiple people.
   In hindsight, it might have been a better idea to consider the extra features I was thinking of adding in when building the game, that way I could have had a better foundation for adding them later.
   I would like to add an ability to add up to 5 additional players to the game, and have the computer act as the dealer for them all. I would also like to add a betting feature where you could instantiate your starting amount, and have incremental betting amounts. If I could add in a database to the program to store the card values, and player score values, I think that would make it just that much better. But now I have a foundation to explore with more ideas to implement later.