

# Final Project

## Overview

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Your final project will be a game or an interactive simulation that you create using the knowledge and experience you've gained about programming with classes.

## Requirements

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1. The program may be any type of game or interactive simulation.
2. The program should use classes and objects.
3. The program should use the four principles of object-oriented programming.
4. The program should use the libraries chosen in the course.
5. The program should be delivered through a distributed version control system.
6. The program should be able to be run from the command line.
7. The program should be entered in the end-of-course contest.

## Class Structure:

- Card
  - Hearts
  - Clubs
  - Spades
  - Diamonds
- Deck
- Player
- Dealer
- Board

**What program are we going to create? Use your brainstorming from the solo checkpoint to answer this question together.**

Card game called Blackjack

**What technologies will we use? The answer to this question is mostly already decided. Just take a minute to remind yourselves of the language, libraries and anything else you plan on using.**

Arcade library in Python and the random library in python.

**What features will we include? The goal of asking this question is to identify what will and what won't be included. Use this simple feature planning guide to help you.**

User interface - cards, and the math for your hand.

Base game of Blackjack with just one player.

**What is your timeline? The answer to this question is mostly already decided. Just take a minute to review the rest of the course schedule together.**

W05 Team Challenge: Alpha Release - Oct 16th

- Have the project tasks in github nailed down / UML chart

W06 Team Challenge: Beta Release - Oct 20

- Have the skeleton of the project done

W06 Team Challenge: Release Candidate - Oct 23

- Have the meat of the project done

W07 Team Challenge: Stable Release - Oct 26

- Have the project finished and any extra stuff added done.