**Build Log**

*Monday Oct 25th:*

The first forum post was made and the ‘Problem Definition’ section was started.

*Tuesday Oct 26th:*

The blackjack game itself was started, there wasn’t much progress, the only thing that was added was making a deck of cards. A graphical set of cards was imported as well.

*Wednesday Oct 27th:*

The second forum post was made, the ‘Problem Definition’ section was finished and the ‘needs & objectives’ section was started.

*Friday Oct 29th:*

I added the function to shuffle the deck, there were no issues with implementing this.

I also added the classes for the players and the dealer, the dealer class inherites from the player class. This means that the dealer has all the attributes and behaviours needed to play blackjack, but also allows the dealer to have the added functionality needed for the game to function properly. Inheritance was a new concept to me so there were some issues with the syntax of it but after getting that it was fine.

*Wednesday Nov 3rd:*

I added a function that counts the value of the hand, and returns that value, it also returns multiple values if there is an ace present.

*Friday Nov 5th:*

I started the visual element of the game. I imported some basic functions from my previous pygame projects, they were displaying texts, buttons and rectangles.

I have also tweaked the button function so that it is now a class, I did this as it suits the systems for the game better.

*Wednesday Nov 10th:*

The ‘Needs & Objectives’ part of the theory was finished. The ‘Evaluation of Implementation Methods’ part was also started.

*Saturday Nov 13th:*

The ‘Evaluation of Implementation Methods’ part of the theory was completed. The ‘Feasibility Report’ was started.

*Sunday Nov 21st:*

The ‘Feasibility Report’ was finished. This means that all of the written components of the theory were completed. There were no issues completing it.

*Friday Nov 26th:*

A lot of the game was built. All of the setup phases of the game were completed, this meant that the player is now able to pick how many players they want in the game and can set the difficulty of them, including the dealer. The main look of the main game was also started, this meant placing the opponent’s cards and dealer’s cards around the screen, but the actual gameplay itself hasn’t been added yet. There were some slight issues in completing all of this because it can be quite finicky to place everything in nice dimensions.

*Wednesday Dec 1st:*

The gameplay of the game was completed. This meant that hitting, standing, splitting, doubling down and the opponents and dealer doing the same were all added. Because of the way I had structured my classes and their data, it wasn’t too difficult to implement the split function. The only main issue that was encountered was with implementing a round restart, but this was due to an issue with how the deck was generated between rounds and didn’t require drastic changes to the code.

*Friday Dec 3rd:*

This was the last day of development so there was a lot of bug testing to fix anything that hadn’t been found already. The last section of the project was completed which was the two diagrams (DFD and System Flowchart).