The design paradigm that our team chose to use is the object-oriented design. One of the reasons why we chose to implement this design was due to its ability to be updated easier. Once we have our prototype made for the base game, we will be able to add features a lot easier using this design. Another reason we wanted to use this design is because of how structured and easy it is to read. This also will help when it comes time to add more implementation, but it also helps in the construction of the prototype as well. Another reason we chose to use this design is because of the type of language that we used for the project. We used C++ and C++ is an object-oriented language which means that it is used for these types of design and makes it easy when it comes to creating classes and having instances of these classes used throughout the program. An example of this would be our “Blackjack” class. This class is created to keep track of each player’s hand’s and the rules for the game. In our executive class we created two instances of this class one for the dealer and one for player one. In our project 4 we plan on implementing a multiplayer game mode where the user gets to choose how many players are playing and if they are players or AI’s. This can be done with ease by just creating more instances of the “Blackjack” object.