# **{Blackjack} Project Plan**

# Submitted to**:** Mrs. Bhatnagar

# Project Manager**: Chidvi Doddi**

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Project Overview { The purpose of the project is to design a program that simulates playing blackjack. The game will start with a certain amount of money and you need to make a bet on the next round. Each round starts with you getting two cards and the computer getting two cards. The goal is to get the sum of your cards closest to 21 without going over. You can ask for another card if your total is under 21. If the sum of your cards is closer to 21 (than the sum of the computer’s cards), your bet is added to your total. If you don’t get closer or go over 21, then the bet is subtracted.}

Project Team - Chidvi - project manager and managing the google folder, Aryan - group leader and main coder, Western - coder and note taker, Frankie - coder , Shravani - coder

Challenges { Randomizing the different moves that the computer will make could be difficult. Making a good looking GUI is another challenge. Making the program efficient will be hard because there is a lot of logic that the game has to process. }

Major Tasks and Schedule{Create a task plan that describes what needs to be done to accomplish your objective. Establish a timeline keeping in mind that you must design, develop and test before the final week of deployment. During that week, you will be giving your promotional presentation on the software.}

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| Task | When | Responsible |
| Finish the code (Re-work the interface from the elevens lab into our program.) | 5/3 - 5/8 | Chidvi, Western, Aryan, Frankie, |
| Make the GUI or make a clean text interface. | 5/8 - 5/9 | Western, Aryan, Chidvi, Shravani(if she can) |
| Create sub-methods for the other tasks(dealing cards, shuffling the deck, randomizing the computer's moves) | 5/9 - 5/13 | Shravani, Aryan, Chidvi, Frankie |