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Mini Project 4: Interactive Programming
Team: Dope Team Name

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We wish to create a digital, multiplayer of the popular Russian card game Durak. Our minimum viable product is a program that allows users to play cards, and a very basic AI that will respond to that human interaction. Aswthe game develops, we hope to develop a more advanced AI that will make more complex decisions, as well as implement a multiplayer option that allows for two players to play against each other on two different computers.

Our learning goals for both of us are:4
   1. Learn to use pygame/create a gui for a card game
Learn to do multiplayer between computer
   2. Create a basic AI that can play a basic game of Durak
   3. Learn how to make everything scalable; we want to use this project as an engine for another project that we want to work on in our free time.

The libraries we are planning on using are:
   1. Pygame
We need to do more research before we can know what libraries allow multiplayer between computers easily; this research will be done online.
We will create our own AI and if necessary will import Random or any other libraries relevant to writing the AI.

By our mid-project check-in we want to have the engine working; if we manage to complete this sooner than expected we hope to have a basic AI done to test our rules in the game.

The biggest risks to us being successful in this project are either wireless communications being incredibly difficult to implement, or the pygame library not being very helpful for a game like this.