Jan 30: Talked about intro sequence with McCloud. Intro should be imbeded and not a video that plays. It should be skippable and quick.

Feb 1: Researched AI and isolated some sample code. https://github.com/ccqi/TexasHoldem

Feb 5: Big development day. Took code from above link and added our own functions to it. It should be good to go, at least from the backend side of things. Front end dev: began basic card mechanics for UI. i.e. Drag and drop cards. Have cards appear on screen. Reached out to Charles Qi to see if he can give us permissions to use the AI. If not, we found another one that has a GPLv3 License.

Feb 6: Cenk says that no matter what, it is okay to use the code written by Charles Qi for our AI. We will need both the GDD and the Project Template. Once McCloud says that the GDD is done, we can start on the Project Template. We also need a "poster presentation". The Project Template and the poster presentation should be brought in about mid-March. The Project Template can be submitted about a week before the poster, but they should be submitted within a week of each other.

Feb. 15: Scope of the project has changed. Jokers will no longer be using No Limit Texas Holdem for the medium. Instead, it will be Blackjack. Code will need to be written to accommodate. McCloud said he would send notes on the GDD at a later date. We are keeping everything else about the game. McCloud advised us to not worry about the poster or project template until the game is done. Weekly milestone deadlines will now be our method of keeping development on track.

Feb. 16: Redefined scope. We are doing No-Split Blackjack. Essentially, this means that players cannot split their hand. It’s always hit, stay, or double down. Using this as a model for our AI algorithm: <https://www.blackjackclassroom.com/blackjack-basic-strategy-charts>

Feb. 17: Ryan finished the Blackjack AI and fully tested it. It just needs to be implemented.

Feb. 21: Design meeting. The following week will be focused on developing the framework of the game.

Feb. 28: The game is starting to come together nicely. Features can now be implemented and tested quickly.