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.

Mar. 5: Started implementing game flow. Most of it was finished.

Mar. 8: Game flow completely finished. Main menu was created and is in working condition.

Mar. 9: Code written for displaying which cards are marked to be implemented later.

Mar. 10: Ryan found major bug which made shuffling not work for the visual of the deck. Fixed by Dan in an hour. UI changes to make it cleaner and more readable.

Mar. 11: Ryan implemented pot, register, and betting system. Group meeting today. Christian will create a survey and start getting people to playtest our prototype. Ryan made deck continuous (deck does not get recreated at the start of every round). Royalty free music was selected by Ryan. Music implemented by Dan. <https://www.youtube.com/playlist?list=PLGwlSpYqULJx8F0jaJ5z6Z-6XvZsPqUVx>

Mar. 12: First playable executable version of the game compiled. Finished first round of play testing. Results taken via pen and paper.

Mar. 13: Results of first round of play testing analyzed by Christian.

Mar. 18: UI changes including updating the font on the buttons. Ryan improved gameplay by making the dealer’s hand completely face up when it is the dealer’s turn. Implemented the rounds and a win/lose condition. After a set number a rounds, if the dealer’s register is over a certain amount, they win.

Mar. 19: Massive UI changes. Dan added fields that tell the player what round they are in, how many rounds are in the game, what each player is betting, and what the goal amount is for winning. Table was increased on the screen to have more space for us to work with. Started second round of play testing.

Mar. 20: Ryan fixed a bug where the rounds would go above the maximum number of rounds. It looks more polished now. Did some spring cleaning in the code. Christian put together the poster.

Mar. 21: Dan and Ryan decided that the marked cards system will be put on the back burner for now. Play testing shows that people think that the game is already fun. Also, some people who play tested the game mash one of the deal buttons continuously. Making most of the deck cards face down would reinforce this behavior and may make it more prevalent. We believe that the exclusion of the marked cards system will reinforce the strategy and puzzle genre elements of the game. Its inclusion may also create a most viable choice. Instead, we are shifting our focus on polishing game visuals and UI. Our artist completed the sprite for the table and the casino background. Dan implemented the table. We decided that our artist’s casino background was too blurry and we requested another version. Christian delivered the poster to Cenk today.