* Types of games = 9?
  + Bj
  + Double deck
  + Craps
  + Roulette
  + Mississippi stud
  + Hold em
  + Pai gow
  + Mini bac
  + TBD
* Number of tables = 43
  + Pit 1:
    - 10-12
  + Pit 2:
    - 10-12
  + Pit 3:
    - 6-8
  + Pit 4:
    - 6
  + Pit 5:
    - 5

Logic

1. Generate vector of tables
2. Generate vector of games
3. Generate vector of dealers
4. Check game knowledge of dealers
5. Assign dealers to tables randomly
   1. \*Prioritize dealers with higher pushMinutes
   2. \*incorporate logic for double pushes
   3. \*Incorporate dealer preferences into fitness
6. Calculate fitness of current assignment
7. Begin simulated annealing
   1. Change one variable
   2. Recalculate fitness
   3. Compare fitness to previous assignment
   4. Randomly decide to accept new assignment or not
   5. Increment attemptCount and/or changeCount
   6. Repeat until temperature becomes low enough
   7. (need to study and re-learn algorithms for this part)
8. Track current best assignment
9. \*output final and/or best assignment

Features

* Add push durations ‘pushMinutes’ and consider in fitness
* Add preferences and consider in fitness
* Add/remove table – opening/closing tables
* Add/remove dealer – start/out times
* Stretch Goals
  + Automatic double pushes (due to game knowledge)
  + Automatically add new dealers (dealers starting shift)
  + Automatically add new tables (set time for open and populate)
  + Automatic update of push durations ‘pushMinutes’
  + UI: highlight those over 80 ‘pushMinutes’