PKD Diary William

12/02-21: 11:00-13:00 (2 h),
- Discussed about how our main data structures should look like
- Discussed about which functions are needed for the project

13/02-21: 12:00-17:00 (5 h),
- Set up Chocolatey, Cabal and GHCI
- Set up Git and VS Code

14/02-21: 10:00-16:00 (6 h),
- Began working on the game. Menu and making a deck is now almost functional.
- Couldn't get System.Random to work so will have to work on that next time.

20/02-21: 10:00-16:00 (6 h),
- Finished the makeDeck function
- Made the drawCard function
- Started on the hit and stand functions

24/02-21: 10:00-16:00 (6 h),
- Discussed about how we should continue the project and what features to add.
- We decided that because of lack of time we will not use Gloss.
- Wrote on the report as a group

27/02-21: 12:00-17:00 (5 h),
- Finished the hit and stand functions
- Made win and lose functions. Game is now almost fully functional.

28/02-21: 10:00-16:00 (6 h),
- Discussed about the remaining parts of the project. Tests, function specifications, function that handles the value of aces and a better UI.
- Made some tests for all the functions
- Helped with making the function that handles the value of aces.

02/03-21: 12:00-16:00 (4 h),
- Made the UI look much better.
- Increased detail in the diary

03/03-21:
- Wrote in the report about Fisher Yates algorithm
- Fixed some small things in the report

Later dates:
- Presentation preparation
- Opposition preparation
- Presentation