

12/2: Had our first meeting where we discussed data structures
How we want the game to look
Also discussed what functions we will need

13/2: We had a meeting and set up everything with git and overleaf which took a lot of time considering it was our first time working with git through vscode. But eventually everything worked out perfectly.

14/2: Today we started working for real with the project:

Max was to start working on the calculateHand function

William started working on the functions makedeck, gamestate and gamestart, basically all the functions that initialise the game.

Samuel started working on the cardValue and gameover functions. We also finished those functions today.

20/2: Max was tasked to start on the report and started writing the Introduction and summary part of the report

William finished the dealing function and started working on the hit and stand functions.

Samuel also worked on the report and started commenting correctly on the functions we had previously made(for the functions that needed it)

24/2: The group discussed how to do the remaining parts of the project. Only tests, function specifications, a function that handles the values of aces and a better UI. The group decided that Gloss will not be used. The group later worked on the report together.

27/2: We continued with the game and continued to work to try and finish everything.
William worked on the functions calculate who wins the game and that the dealer get their cards

Max tried to work on the report to try and finish as much as possible, and also helped out other members of the group with the code

Samuel started to work on the documentation and to properly import the random module.

28/2: Today we tried finishing everything that wasn't already done and actually finished the game. We also finished the test cases and are currently trying to complete the report.

01/3:

Max and samuel finished the function specifications in the report

02/3: Everyone in the group helped out to fix a more descriptive diary.

Meeting with TA

William finished creating a nice looking UI.