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**EECS 448 Project 3 – Design Paradigm**

The design paradigm that our team chose for our prototype was **function-oriented design**. We chose this design paradigm, because we knew it would work well with the functionality of our project and would help us achieve our team goals for the prototype in a smooth and organized fashion. With our prototype being a blackjack game, using function-oriented design allowed us to easily utilize functions for each component of the game, such as the back-end mechanics of the cards or the structure of the game itself. In the design for our prototype, we utilized different functions in our code in order to complete individual tasks. Each component has a clearly defined function, and although each component of our prototype works individually, they all come together to produce a functional final product of our prototype. The direction we wanted to go with this project is specifically what led us to designing the prototype from a functional viewpoint. We could have probably used object-oriented design instead, but it made more sense for us to go with a function-oriented design. Though the two are very similar in nature, we didn’t utilize classes or objects necessarily, but rather functions for each component. Some may argue that object-oriented design is a cleaner approach that is more organized than function-oriented design, but we felt that having functions for our components would work better, and we were still able to produce a prototype that is extremely organized, functional, and practical. Our team is glad that we chose to use function-oriented design to design our prototype and we are all satisfied with the final product.