Author: Logan Michels

Date: 10/25/2020

**EECS 448 Project 3 – Design Pattern**

The design pattern we used in our prototype is the **prototype** design pattern. This choice may seem obvious, but because this blackjack game project is indeed a prototype, this design pattern was the only one that seemed to fit. Using the prototype design pattern allowed us to specify the functions we were creating in a simple prototypical format. These functions and our code will serve as the skeleton of what we plan to develop in our project 4 blackjack game. Also, due to this project being a prototype, we were able to keep the code very simple, yet thorough and effective. The blackjack game itself, the chip system, the interface, etc. all function properly and are intuitive for the user. However, there are many areas that we could clean up by adding new functionality in our next project. Our key goal for this skeleton prototype was to keep complexity to a minimum without sacrificing functionality. This will then allow us to have a good amount of code to write for project 4, rather than just debugging or adding unnecessary code. In project 4, we will not only fix and debug our code, but we will also add meaningful functionalities that will build upon and enhance this prototype. Our team is looking forward to working on project 4, as we believe this prototype will serve as a strong foundation for the project and allow us to add more complexity within the code base. Overall, we feel strongly that this prototype was a great starting point for our next project, and we are very pleased with the final product.