**Software Implementation and Testing Document**

**For**

**Group Casino and More**

Version 0.0.3

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# Programming Languages (5 points)

We use Java solely for all components of the project. Specifically, the Java Swing library. We choose to use Java due to its many easy to use graphical components and easy implementable options such as ActionListener’s and Paintcomponents. As our game has multiple different screens, we implemented new games with JFrames so they open in a separate window instead of the same JPanel.

# Platforms, APIs, Databases, and other technologies used (5 points)

Due to our group only beginning to work on actual games, we have not implemented any APIs or Databases. Soon once AI is implemented in Blackjack and Spit, we will introduce APIs. We currently are coding through VsCode and test on downloaded jdks.