

*April 19, 2022*

Mr. Henrichsen talked about the upcoming final project. I need to come up with an idea for my project. The requirements are available on canvas via a google doc.

*April 25, 2022*

I have decided to create a card game with a GUI. I am deciding between 'Blackjack' or 'Caravan'. I need to create a card class that will return values & suits.

*April 27, 2022*

I have decided to create Blackjack. I have made a card object that is shuffled in my controller and a functional GUI.

*May 1, 2022*

Used HashMap to implement saving user data to files. Created a "login screen" for the Blackjack game. Encrypted user's password when entered and saved to file.

- HashMap #1: Username(key), Chip Amount(value)
- HashMap #2: Username(key), Encrypted Password(value)

*May 2, 2022*

Implemented themed cards via inheritance. Allowed the user to choose which kind of cards they would like to play with. Three types of card objects are being used: Card, DeadpoolCard, and DealtCard.

*May 3, 2022*

Finally completed all game logic. Game is fully functional (except for buttons on certain win conditions?). Need to work on UML Diagram, tests, javadoc comments and some aspects of the GUI.

*May 6, 2022*

Completed UML Diagram, tests, and javadoc comments. GUI is fully functional.