

Checkpoint 1

2. We planned on creating a connect 4 game, however we have decided to change our idea entirely so this isn't relevant anymore.

3. What we actually accomplished for this deadline is creating the ui for a blackjack game that features certain power ups. We accomplished creating our program architecture, low level design, and a simple version of our QT creator UI. We chose to completely rewrite our project because our power ups that we were planning on creating for a connect 4 game were a lot less impactful than in our blackjack game. We also have outlined the classes for the functionality of the game play.

4. What we have left to do:

- Make Graphic item classes (similar to the points or tile classes from in class and hw3) to add to our view. These will be PlayingCards, Chips, and Players.
- Implement the classes we have designed to run the game flow, one of which will be a factory method.
- Connect the methods we implemented for the game flow to the slots on our view.
- Implement a computer player to count cards and another one to with a perfect memory of every card dealt.
- Make a display for a graph to see the players winnings for the current session

5. Screenshot of current view:

