1. **Problem statement:**

The problem we are solving is the need for entertainment, specifically in the form of a card game. To provide a solution to this need, we will create a Blackjack game and an appropriate AI to play against.

2. **Objectives:**

Our objective is to create an easy to use and easy to learn blackjack card game to be played by multiple players or a player vs the computer (AI).

* Functioning Blackjack engine that deals cards and follows the standard rules of play
* Single player vs AI
* Multiplayer (using localhost on same machine)

3. **Stakeholders:**

* End users (players)
* Product developers (us)
* Project Coordinator (Sayali Kate)
* Black box testers

4. **Deliverables:**

* Artificial intelligence for the player to play against
* Include proper game rules such as hitting, splitting pairs, losing if achieving a score higher than 21 etc.
* Develop some kind of user interface to see the cards/game board

Platform:

* Desktop Java application