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**Conclusions**

From our testing, we've learned many lessons about designing a product, mostly on the developmental side. Most of this involves finding bugs in code, as have been the bulk of our problems.

Testing for us was a means of seeing if our product was working at all, and as such, we did not rigorously test multiple aspects of our product. An improvement on this process would be a more thoughtful approach to testing, so that more erroneous errors could be caught earlier.

Testing for the actual Microsoft Hololens battery performance, and the latency of the app with respect to the Hololens was not implemented due to not being able to successfully integrate the hololens to the final product. Other than that, the testing for the written code has been performed and helped fix bugs and made sure the correct results have been obtained.

Bugs that have been fixed thanks to testing include the bug where it skipped the first probability when printing to the UI. Moreover, it helped fix a bug where the correct values for player and dealer’s hand was not being obtained in the global list “argumentList”, which was important for writing the correct command to the command prompt process to obtain the probabilities from the python probability algorithm “blackjack.py”. The bug where it wasn’t executing the python script via the command prompt was fixed.

All-in-all I’d say there are a few things we could have done differently next time had we known all the knowledge gained from the project. We would: (1) take pictures at the ideal 135° angle, (2) train the dataset on the ideal 135° angle. This would provide much more accurate results since the basis of the data will be at the angle the hololens sees the project at. However, since we did not get this running on the lens, the angle of 90° worked well enough for our tests.