**Data Structures and Files Final Project**

Group members:

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Project idea:

Standard Casino Blackjack vs the dealer with all of the same options that you would have at a real casino table. (The dealer follows a set algorithm to decide their hand, the player can stand, hit, double down, surrender, and split). You will start with $100 and play as long as you want or until you run out of money. Whenever you decide to quit, your score will be saved so you can compare to other players/previous tries.

File to store a player’s stats (money, which is the main score, along with other stats such as win/loss ratio possibly).

Data Structures:

Deque for the deck of cards.

List for recording player statistics.

Distribution of work:

One person will implement the data structures and create object classes.

One person will work on the actual game mechanics (The class with main).

One person will work on all of the file input/output stuff.