**IS 597: Final Project**

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|  | **Group Member:**  Ishita Mehta  Karan Chhabra |

**Meeting 1 & 2**

**Agenda:** Discussed the Layout of the program and figured out the classes and functions needed in the program.

Partially constructing the structure of the code. Creating the classes, initializing a few variables, naming and declaring the functions with return types.

**Meeting 3:**

**Agenda:** Dividing the classes amongst each other to build the code for the respective classes. Cards and the Game was implemented by Karan and Player was implemented by Ishita.

**Meeting 4:**

**Agenda:** Completed the rest of the code around the Game Class on zoom call to make the basic version of blackjack code fully running.

**Meeting 5:**

**Agenda:** We discussed the possible variations we could create with blackjack and how would we could possible structure them. The basic structure of running the simulations was constructed and then of the simulations of the variations were divided amongst us.

**Meeting 6:**

**Agenda:** Code was shifted and imported in a jupyter notebook. Meeting memo and graphs were created after all the simulations results were stored in a data frame.

**Meeting 7:**

**Agenda:** Creating the power point slides and rehearsing it for the final presentation.