Our group was composed of Henry Kuerbis, Diego Marin, and Luke Sheldon. Our project was a blackjack simulator, which combined the functionality of python with the rules and play of blackjack. Diego primarily worked on the Player class, Henry primarily worked on the Dealer class, and Luke primarily worked on the GameDriver class. That being said we all helped, worked, and contributed on everyone else's code and worked together very fluidly as a team. For imported modules we used the random and time modules, as well as incorporated lists and objects in our multi class system. The methods for dealing cards out were arguably the most important to our program's functionality, being the deal_hand method and the deal_card_to_hand method belonging to the Player and Dealer classes respectively. Both these methods utilize the random module as well as the self variable to access each class's instance variables to randomly deal a card. Another important method to the program's functionality was the card_vals method, which used simple control flow to get the numerical value of a given hand. While simple, this method was essential for determining who won between the player and dealer, which is essentially the foundation and goal of the game. For us a lot of problems came in the GameDriver class, as finding the correct display and order of stuff in the game was a big problem and headache. Additionally the continue function was a big problem fixer for us, as we were utilizing the break function initially which of course breaks the entire while loop instead of a single iteration. But ultimately with a lot of trial and error we were able to fix and get everything working properly. While this code is pretty simple, which was an intentional choice for us as we wanted to focus on a more minimalistic display, we could very well transfer this into a more visually pleasing and interactive code. Overall the code writing process was a great team experience, and a great indication of cooperative work in the computer science field.