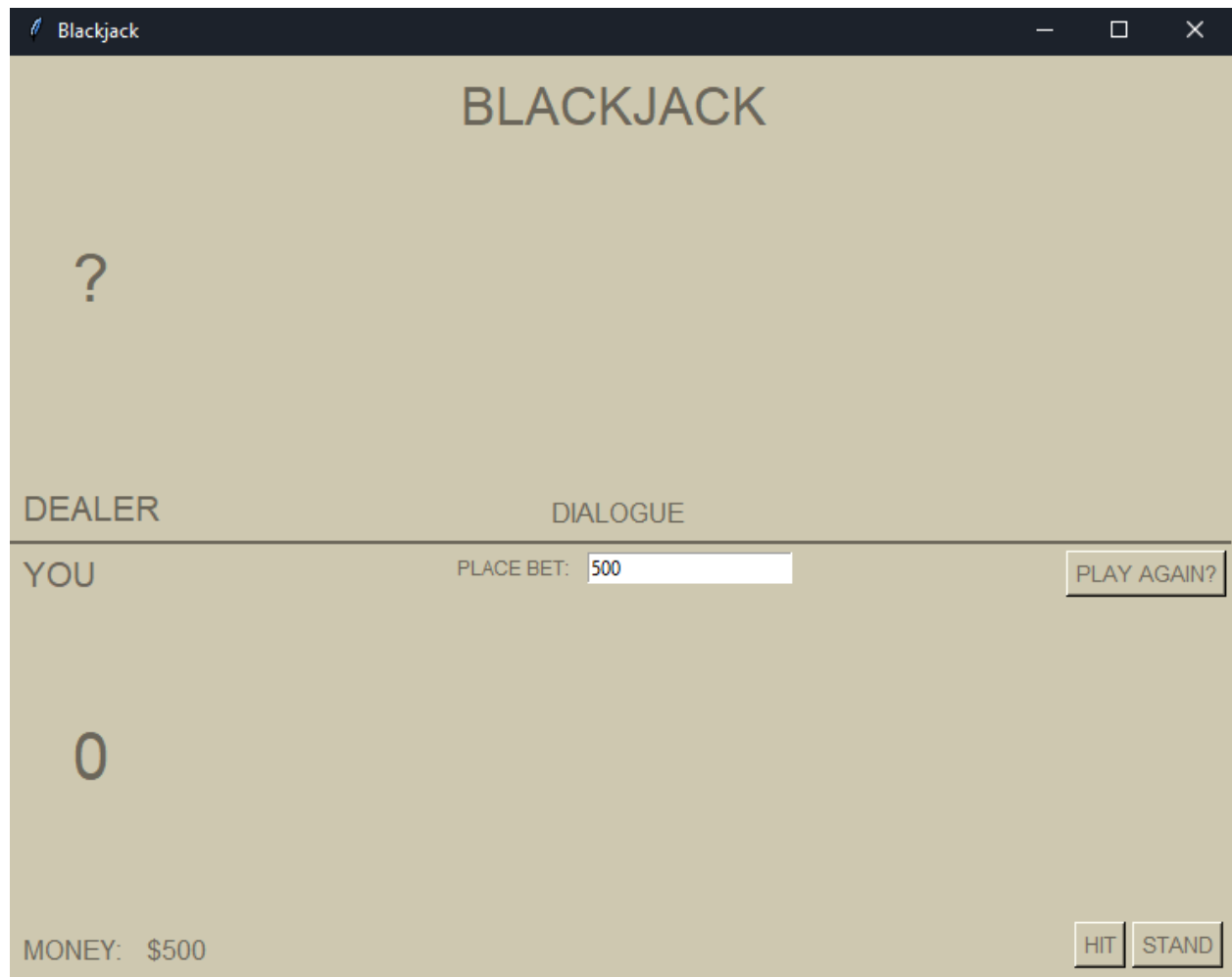


05.23.2021 - Created a feature list of what I want to implement in the game.

05.25.2021 - Designed a prototype of what I want the game to look like on Procreate.

05.27.2021 - Watched tutorials on how to design a GUI in TKinter

05.28.2021 - Started designing a prototype of the GUI with Python and TKinter.



05.29.2021 - Completed the GUI prototype design, this is what I am aiming for by the end of the project. Buttons are not yet functional, and the changing texts are kept as labels for now as a guideline.

05.30.2021 - Coded the 'card' class

05.31.2021 - Coded the 'deck' class and created a dictionary for each card.

06.01.2021 - Coded the 'hand' class with a hit() function.

06.02.2021 - Implemented ace 1 or 11 outcomes.

06.04.2021 - Created the betting system which upon inputting a bet, the player and dealer's hand is initialized. Min bet is \$0. Max bet is the max amount of money the player can bet.

06.05.2021 - Developed the hit() and stand() function. The stand function has all included outcomes (bust, win, loss, tie), as well as any AI actions such as hitting if their hand total is under 16.

06.06.2021 - Coded the play again function which allows the user to play again, retaining the amount of money obtained from the last round. Upon pressing 'Play Again', the hands are reset and the user is prompted to place a bet in order to start the game again. Also added last functionality, which is what happens when you run out of money to bet (game over). In order to play again, you must start again with \$500 by opening and closing the window.

06.07.2021 - Moved every class into separate files to keep everything clean and organized.

06.08.2021 - Final touches (code reusability, debugging, small visual changes).