Learn to count cards

By Supreet Singh

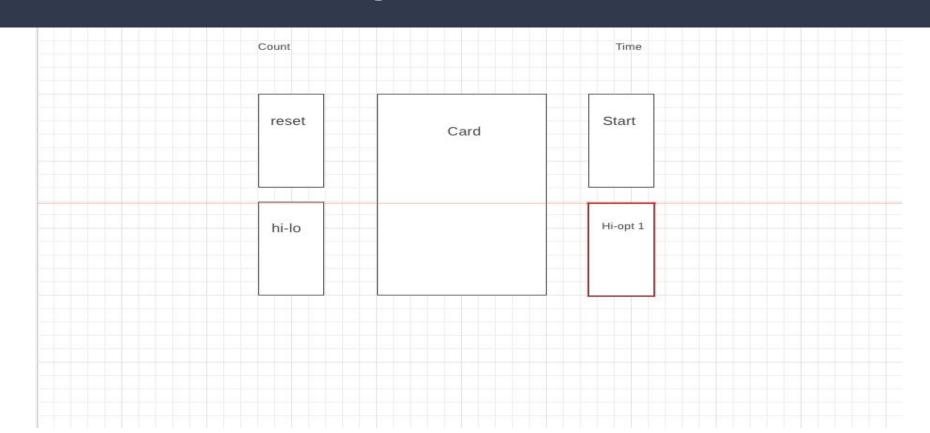
Why make card counter game?

- To become billionaire
- Use it to rule the world
- Shortcut to top 1%
- Make mom proud (Happy Mother's day)
- Watched the movie 21 and it got me interested in how their system worked
- Which lead me to Edward Thorp and his book Beat the dealer.
- Laid out strategy using probabilities on IBM using Fortran.
- Also was using Black-Scholes model in 1959 to make money before Black-Scholes discovered it in 1973

Building process

- Learned how to use functions in practical matter.
- Learning how to google problems.
- Having a process before i start writing code.
- Learning CSS the hard way. (trial and error)
- Try to use all that we have learned in last two weeks.
- Kept the project small enough so i can manage the task at hand.
- Still working on syntax errors.
- Would like to add different strategies and Blackjack on top of this game.
- Learning modularity.

Wireframe for my game



Screenshots of my game

