Cards	
• Create an enum of cards that have a numerical value associated with them	• Deck

Dealer	
• Simulate the responsibilities of a Blackjack dealer (draw cards, count total, compare to player)	

Player	
• Simulate the responsibilities of someone playing the game from the console	

Deck	
• Create a deck of cards using the Cards enum	• Cards

randomPlayer	
• Simulate a player that makes completely random moves	

RandomPlayGame

• Run the game making random moves for a specified number of hands of blackjack	• randomPlayer • Dealer • Deck

PlayGame

• Play the game of poker between a user and a dealer	• Deck • Dealer • Player

randomTrackSuccess

• Track what percentage of the time that the random move bot wins a hand of the game	• RandomPlayGame

Money

• Simulate betting money in a game of blackjack	

GetCards

• Get the image of a specified card, create a JavaFX rectangle shape, then put the image on the rectangle.	

LandingPageMain

• Create a GUI scene that gives the user of simulating blackjack with AI or choosing to play the game	• SinglePlayerController • SinglePlayerModel • SinglePlayerView • AIGraphicsModel • AIGraphicsView • AIGraphicsController • LandingPageView • LandingPageModel • LandingPageController

LandingPageController

• Serve as the controller for the landing page	• LandingPageView • LandingPageModel

LandingPageModel

• Serve as the model for the landing page	

Landing Page View

• Set the scene for the landing page, handle changing scenes with buttons, play music.	• LandingPageModel

SinglePlayerController

• Control the single player GUI, handle moves.	• SinglePlayerView • SinglePlayerModel

SinglePlayerModel

• Handle what happens at the end of each move. Generate win/lose messages.	

SinglePlayerView

• Display cards and other interactive aspects of the single player game to the user	• SinglePlayerModel

AIGraphicsModel

• Handle generating results from the AI for graphing	

AIGraphicsController

• Get how many turns and what kind of AI the user wants to simulate with, then start the simulation. Make sure they enter a valid, numerical input for the number of turns.	• AIGraphicsView • AIGraphicsModel

AIGraphicsView

• Make a graph to show the AI's results	• AIGraphicsModel

layer

- Creates neurons and fires them.	- neuron - network

network

- Builds a network of neurons	

neuron

- Creates the neurons for the AI	

NNBlackJack

- Uses the neural net to simulate the game	- NNPlayGame

NNPlayGame	
• Serves as the engine to run the neural net on the game	