To-Do	Not started	In Progress	Testing	Done!	Spikes	Defects	Solution:	Priority:
Preliminary UML				☑				High
User-Stories				☑				High
Counting Cards				☑	Learning how to count cards	Requires learning an imense amount of information that can't be covered in the scope of the project	Chose to just use a generic AI	Medium
Single Player Game				☑				High
Play Again				☑				Medium
Keeping track of score				☑				High
Dealing with aces				☑				High
Choose Play game or AI				☑				High
Choose what kind of AI to use				☑	Learning about the different kinds of AI's	Most AI's are written in python rather than java	Found a neural net AI for blackjack in java	High
Choose how many rounds to simulate				☑				High
Play single player				☑		Does not check for bad inputs (non-numerical)		High
Simulate betting				☑				Low
Buttons for making moves				☑				High
Play again button				☑				Medium
Return to main menu				☑				Medium
Track success as a single player				☑				Medium
Track the AI's success				☑				High
Switch between AI type with dropdown				☑				Medium
Exit the AI button				☑				Medium
See a chart that displays how well the AI is playing the game				☑				High
Play with real cards in the GUI				☑	Can't just put in pictures		Able to use png images as rectangle fill	High
Add scene change when single player button is pressed				☑				High
Music				☑				High
Options to change music volume/stop music	☑							Low
Change the color of graph titles and axes				☑	Can't do so by using setFill()		Using CSS	Medium
Find a way to bind picture dimensions to scene size	☑							Low