

Client Name: Dad (Prof King)	Priority:
	High
We want to make the game generic so that we can use multiple solving algorithms and still be able to play the game	High
We want to be able to use a neural net AI that can learn how to play blackjack so that we can show how a more advanced player could succeed but also show the limitations of the game	High
We want to be able to graph the success rate for a specific number of hands of the game so that we can display it in a GUI	High
We want to be able to play the game in an interactive GUI	High
We want to be able to make a bot that will make a completely random moves to show how a beginner might play	Medium
We want to be able to track the success of the games	Medium
We want to be able to simulate betting with the dealer so that there is a real life aspect to it	Medium
We want to be able to shuffle the deck and hit/stand	Low
We want to also be able to make bets/play with money and teach the AI to play in a way that maximizes winnings.	Low