

Date(MM/DD/YY) REPORTED	Who Reported	DESCRIPTION	Date(MM/DD/YY) FIXED	Who Fixed	FIXED DESCRIPTION
11/16/2021	Jason	Compiling errors caused by handValue	11/16/21	Jason/Tucker	Added clearhand() function and fixed minor syntax errors
11/16/2021	Sam	Bank Balance not adjusting to a losing	11/16/2021	Sam	Had to get rid of declaring multiple blackjack class and instead made it so that there was a player reset method. I also made sure the balance variable in the executive class was defined correctly
11/16/2021	Sam	The word Balance is spelled wrong in	11/17/2021	David	Fixed the spelling in the mode array
11/16/2021	Sam	Bet doesn't reset after the turn ends in	11/16/2021	Sam	Same solution as the balance not adjusting I had to make sure the bet was getting reset at the end of each turn
11/16/2021	Sam	No error message when there is an er	11/16/2021	Sam/David	David created the displays I linked them to the backend
11/16/2021	Sam	Asks the user to bet on each of the tui	11/16/2021	Sam	Had to move the display statments outside of the hit and stay loop and move it into the main game loop
11/16/2021	Sam	Old Display was being presented abo	11/16/2021	Sam	Found the old display and deleted the line of code
11/16/2021	Sam	Allows users to enter non integer valu	11/18/2021	Sam/Cade	Used the cin failbit in order to loop the prompt and display a meaningful message when the user tries to break the program
11/16/2021	Sam	Allows users to enter integers that are	11/18/2021	Sam/Cade	Created a loop with the condition so that if the input is not in the range of accepted values then it will keep prompting the user
11/16/2021	Jason	handValue returns incorrect value on v	11/16/2021	Tucker	no longer adds ace values if the number of aces is 0
11/16/2021	Sam	hands are the same in each playthrou	11/16/2021	Tucker	added seed to random_shuffle
11/16/2021	Sam	Quit causes an infinite loop	11/16/2021	Sam	Changed the while condition of the main game do while loop so the while loop ends
11/16/2021	Sam	Surrender doesn't take away part of th	11/17/2021	Sam	Had to adjust the winnign condition so that the bet was adjusting the bank whenever there was a surrender
11/16/2021	Sam	Random integers at the bottom of the	11/16/2021	David	removed unnecessary cout
11/16/2021	Sam	Need to detect when bank is empty ar	11/17/2021	Sam	Had to add a boolean value endGame to check if the bank was 0 so that it would end the game and display the message that the game has ended
11/18/2021	Sam	Whenever the bet is invalid the bet va	11/18/2021	Sam/Cade	Had move the display functions around in order to not display until the correct bet is displayed