# PART #1:

Question 4

a) To begin, the technical debt we have for our project right now is just being able to create the squares. Our team is a little unsure of how to create the segments, but we were able to do it. For the generator code, we found that the debt we have right now is mainly the fact that our top layer of dots will not draw segments, and the segment design right now is really IDK

b) If we were to stay at the immutable data structure level, it would stop us from implementing a lot of functions in the future that would be much easier if we were to change it up. For example, we found that the dots stored as hash tables was not too effective when drawing the segments because it all became very random. We changed the data structure to be an array list as we found having more order in our segments would help us in finishing our step one business logic. If we were to have an immutable data structure, it would be incredibly difficult to try and work around it instead of just chancing our data structure.