Feature #8: Color Picker

1. Testing Logic
   1. What would happen if two of the same assembly files were used?
   2. Player collision? Would they stop? Or just go over one another.
   3. Two players but just one assembly file input.
2. Testing Parameters
   1. For two of the same assembly file we might need to restrict that, But as long as the two bots start at different locations it could be ok. Would need to run a few experiments to figure this one out.
   2. Player collision should cause the bots to stop, but as of right now they would just pass over each other. We would need to implement a collision system in order to progress this feature.
   3. We would need to implement a fail safe that requires two .asm files to be inputed at a time if they would like to play multiplayer
3. Testing Results
   1. We were not able to create a test for this yet, there might be more to come soon. See above for how we would have tested.