**Changes in the Design**

* In our design report, we have planned that the GameManager class, which is the façade class of the Game Logic Subsystem, would extend JPanel, however, after doing some research we have found out that Canvases work more efficiently in 2D games like ours. So, eventually we decided that our GameManager class would extend Canvas. After extending Canvas, a buffer strategy was added to the class to increase efficiency. The buffer strategy is a class which creates the mechanism to organize complex memory. Since our game has to handle many objects at the same time, we decided to add a buffer strategy.
* We have mentioned that that the collision detection would be done in the GameManager class, however to create a more organized code, we decided to add a new class named CollisionDetection which has a method named detectCollision. This method takes the linked list of objects and first specifies the Dot object, which is the main player. Later on it checks whether the other objects in the linked list collide with the Dot. An instance of this class is created in the Dot class and the detectCollision method is being called in the update method of the Dot class.
* For our FadingLetterBox class, we mentioned in the analysis report that once the dot collides with these objects, the letter will slowly disappear. Instead of making the letter boxes disappear, we have decided to give them a velocity, so once the dot touches these objects they will start falling down.