**Software Assignment 2**

Students: Richard Otroshchenko, Matthew Barrett

**Outline of how work was divided:**

We decided that the major elements to the project would be the player generation, the slot generation, the attacking and moving and the consequences of moving to a certain slot.

Richard handled most of the work as he was better at coding. He did the generation of players, the algorithm to place players in slots without repetition, and helped a great deal with the attacking and moving.

Matthew did the slot generation, part of the attacking and moving and the consequences of moving to a certain type of slot.

**Our Github:**

<https://github.com/Baxxy/softwareproject>