Sammy: Added background music for main game, increased initial difficulty of the game, reduced rate at which min and max number for questions increased, increased penalties when player gets the answer wrong

Thatcher: Fixes bugs with code, broke up overloaded function, redesigned pages to match design of the rest of the game

Richard: Code cleanup/ making sure rounds are working with JSON, fixing the CI issue

Mohamed: Slightly tweaked scoring system, created read me.

Christine: I added animation to both roundStats, main game. Added a speech bubble for the opponent and Im finalizing the design for roundIntro and end-game results page

Edgar: Made game flow from main game to bonus round and back, made bonus rounds look more like rest of game

Don't do anything too extra, no time left! Only focus on bug fixes and essential things to polish the code.