Iteration 4

I think the initial class diagrams of how the architecture of pick up 52 and our slapjack implementation went well, and we all had a good understanding of what we needed to do. I feel like our initial collaboration in first two iterations was also good and helped everyone’s understanding of the assignment and the code base. I think we as a group underestimated the amount of time it would take to really debug and get our code working. Everyone was also working in their branch, and we didn’t have any “code reviews” which made the progression of main branch slow at times. I think it would be helpful if the code base would have been released a little bit earlier or there were better role assignments/structure to the group. I think this could have progressed the main functionality enough for my features to be implemented since they were optional and due to time got cut.