The design paradigm that we think project 1 team used was object oriented design. We think this because object oriented design specializes in languages that the team used. The program focuses a lot on specific data that are going to be changed based on a certain component. This description that we learned in lecture resonates a lot. This program is all about data and specific numbers to even run in the first place. Then it needs to take user inputed data and blend smoothly to keep an immersive experience.