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. The use of class diagrams then adding methods to the designated classes and sketching it out really organizes everything. Also we have real world objectives. We need to take a lot of these objectives given in real life. Take those ideas and make it into a program. That requires much examination to get every function,header,class,objective, ect to all work seamlessly. That is why we also think they used c++ as it is very logical and objective based language . We were able to receive the objective. Then we found the program. Then we needed to find a way to implement the solution. This is all easier when you find it in an organized and specific way. All the problems could be independent of each other or dependent. That is why it’s could to have a plan and examine it first. As you can see Object oriented design is the most probable design paradigms due to how the specific language and project can correlate directly to what was taught to us.