For project 4, we coded each artifact separately, then linked them together as a whole. It was difficult trying to get everything put together due to the fact that in order to test anything, everything that called on anything else had to be fully coded. We kind of used a top-down method so once one thing was coded, we coded something else that took part of it, and kept passing it down to more elements once they were coded. We had two different groups, we had the logic artifact that made decisions in the game flow, and then we had operation artifacts including the paddle, ball, player class, player's lives, brickset, and even a class to take care of resizing things based on screen resizes. The logic artifact would have been the main script that called on all the other objects and controlled the main loop of the game, and took care of user input, decided which pages to go to, and contained the main menu and pause menu. Even though a weakness of top-down integration is not all artifacts may be tested, we made sure to thoroughly test all of them and make sure that everything properly worked together. We did this by manually testing it, and creating a test suite to ensure that objects were properly initialized. The process of integrating it all into the code base was taken care of using git and hosting it on github. We keep it on github so that way any of our changes are automatically merged into the repo, and git keeps track of everything to avoid any sort of merge conflicts. Once it was integrated we hosted it on github pages as a site.