Our proposed team project is a simple Sumo wrestling game.

* Use inheritance and polymorphism (this means that you must have at least one base class and two child classes that inherit from your base class).
  + The player and NPC’s will derive from the same ‘wrestler’ class, but polymorph some attributes to facilitate user control vs. computer control.
* Include a collection of references to derived class objects.
  + The game will determine which wrestler’s turn it is from an arrayList
* Make use of polymorphism as it processes these derived class objects.
  + The player will use human input to control rock paper scissors in combat, the Npc will use a random number.
* Be able to read and write class data to a file.
  + We will create a persistent high score table in a separate file.
* Use exceptions to handle any error that occurs while reading or writing.
  + The program will try to load the file containing the high scores. If the file does not exist, it will catch the error and create a new file.