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 and computer control.
* Include a collection of references to derived class objects.
  + The graphics library will draw from an arrayList of objects.
* Make use of polymorphism as it processes these derived class objects.
  + The player will be drawn on the left facing right. The NPC will be opposite.
* 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.