

## Augmented Decisions

We did not augment any of our design decisions from part 1.

## Deviations From Contracts

We removed several contracts from the ConnectFourGame class that were in the ConnectFourGameBoard class, because the contracts were duplicated.

## Additional Testing Beyond Contracts

We manually tested both with and without the AI as the second player.  
We were able to test both Win Condition Checkers to ensure that the game functions as expected.

## Errors, Faults, Defects, Missing Functionality

We have tested the system for errors, faults and defects.  
We have no missing functionality.