**Design Deviation Log**

* PrintInstructions() changed from a private method to a public method.
* Heap[] heaps changed from a private variable to a public variable.
* Random rand was moved from the getRandom method to a private static class level variable.
* Constructor that takes in a string name was added to the humanPlayer class.
* Constructor that sets the name to “Computer Player” assed to the AIPlayer class.
* Constructor added to the Heap class that take in an int for the beginning number of tiles.
* When selecting game mode, the option to Quit has been removed.
* Display for game mode selection swapped options 1 and options 2. Human vs Computer is now option 1.
* Heaps and heap values are displayed on at the beginning of the user turn and not after they have selected to take their turn. This is a UI deviation.
* Changed individual player colors to a foreground color prompt that is chosen after the game mode and player names have been chosen. Users are given a choice of 4 colors (Red, Yellow, Green, Blue). Only one selection is made that changes the foreground color during that play through.