Change Log

Added player name label in pvp so players could view their name – we did not have this originally

Added four Lists of labels to make dynamic labels accessible- we did not have this original

Added many row button visibility changes in multiple methods.- we didn’t plan for this originally so it had to be added

MatchTaken Boolean was never used, we now use it to make sure a match is taken in EndTurnBtnClicked();- We forgot to add to it

Added counter variables for creating the LabelLists 1-4 – we did not have this originally

Cleared LabelLists 1-4 in ReplayYesBtnPressed() – we did not originally have this

Inside playerRotation() we had to change the turn label. This is because we added the turn label

Instead of hiding the match label we remove it, this removing it from the list of labels- did not originally plan for this

ReplayYesBtnClicked() we had to clear the label list this was another thing that we did not have originally

ComputerTurn() removes labels from the list of labels – not originally planned

ComputerTurn() calls end game if there is only 1 match left. This was not originally planned