**Group W1 Final Gizmoball Submission Changes**

* Ball, Load and Save classes were given their own interface
* An abstract Class of Model was created, which extends Observable rather than Model itself
* No method to get or set length necessary for the gizmos.
* Methods for shooting from and adding absorbers, adding, deleting, moving, rotating and searching for gizmos added to the model.
* Methods for locating the position of components added to the model.
* Methods for getting/setting friction and gravity added to the model.
* Separate Interfaces for Run Mode and Build Mode added
* Buttons simply created within Run Mode and Build Mode classes rather than having any separate unnecessary GUI classes.
* Drawing of components all done In the Board class itself rather than being split across/ duplicated in Run Mode and Build Mode
* Initially planned to have in-game menus to change modes, save and load files but this was changed out for a simple drop-down menu on each game mode.
* Scrapped all the redundant listener interfaces and just had a series of Listener classes.
* Added many more necessary listeners such as ones for the absorber key press, Timer tick, button listeners for each mode, a listener for the key connection presses and for the initial main menu.
* An extra pop up window was added to the view to instruct the user to selected a key for connection when using Key Connect functionality.