IDEAS

* Console game
  + Started As pseudo code framework
  + Transitioned Into game loop logic
  + added validation for input
  + debugging all along the way
  + for stress testing did thousands of loops of the game with random choices for each conditional step
  + the first applet test with no ability to input via consol only view consol
* GUI game
  + The challenges facing the GUI game because it was unmodularised
  + Attempting to create an applet in JGrasp and finding out eclipse makes an applet with permission built in…. permission.plist
  + signing the applet Using RSA public private key encryption for use with the transporter class
  + *Modularizing the code from the console version into methods*
  + *Globalizing specific variables for modules*
  + The challenges of making a GUI seperatly in netBeans and moving into eclipse
  + Testing the applet for the first time and realizing the bottle neck process
  + applet errors linking external libraries
  + applet errors for linking base directory for images
  + future process changes would be to setup Ant builds in eclipse to automatically create RSA key store and sign the jar automatically