Software Development Project Design changes.

Class ComputerAi

* generateAnswer() - changed from void into a boolean since a boolean return answer is needed.
* generateMove(String board[][], char Symbol) – added a parameter char Symbol to take in the symbol used by the computerAi and use the algorithm to compute.
* makeMove(makeSmartMove) – removed due to redundancy, generateMove() accomplishes this method.

Class BoardData

* voidSetBoard(Integer spot, char symbol\_) – added a parameter to take in the value for spot and player symbol to know what/where to mark the board. Completely forgot.
* Int calculateScore(char Symbol) – added a method to calculate the score earned by the round winner by counting through the game board.

Class QuestionData

* boolean checkAnswer(boolean answer, boolean fakeanswer) – added a parameter to take in celebrity’s answer and return whether the player’s answer based on celebrity’s answer was true or false.

Class DataEventController

* void initializeGame(String savedFile) – added a parameter to store save game file name for saving purpose.