1. What features were implemented?

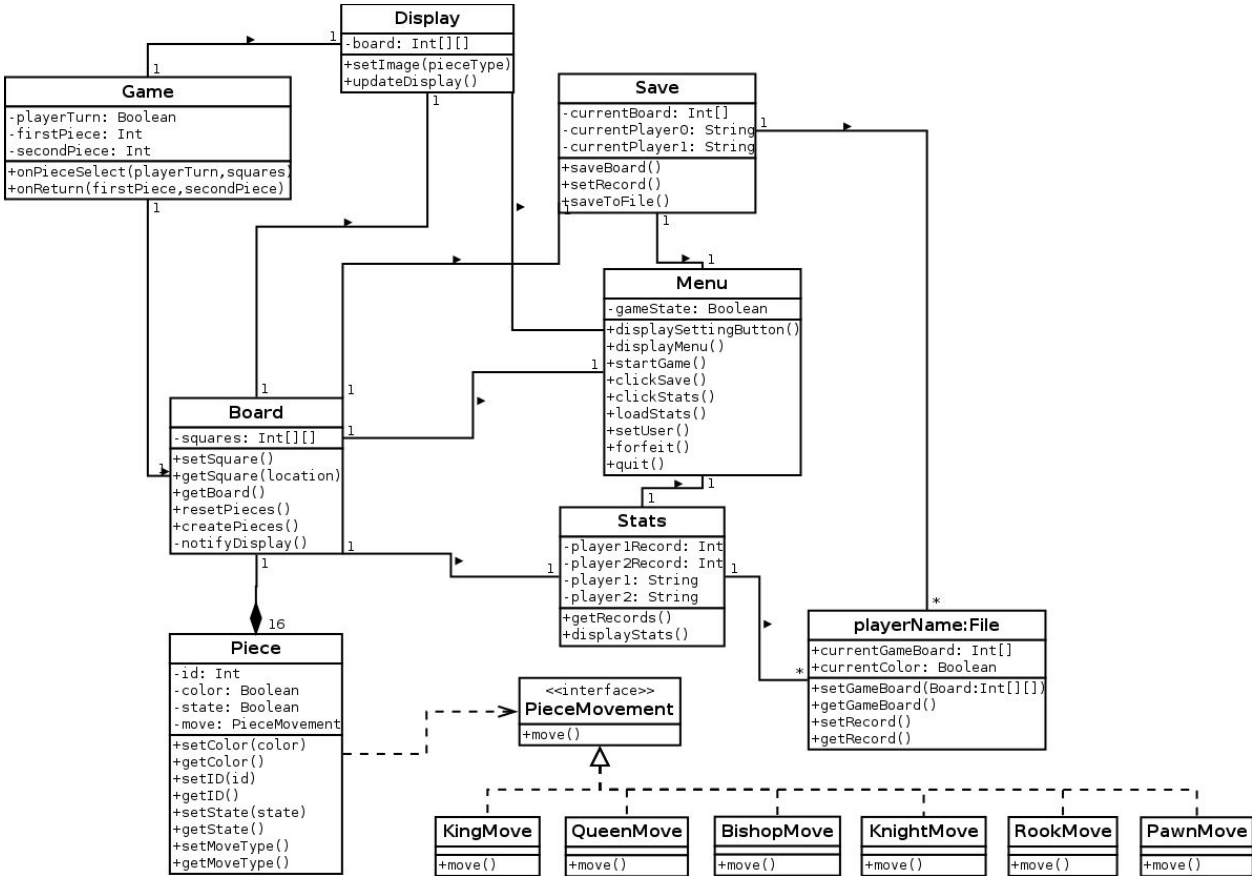
- We implemented local connection between two different computers. Connecting to other players on a different computer was difficult, but successfully implemented. We can save the board and the stats of the individual players to CSV files. These files can be loaded to continue a game or show stats of other players.

2. Which features were not implemented from Part 2?

- We don't have an AI program to play against in our game. This was one of our "stretch" goals that we wanted to implement. We would've liked to implement an AI program but ran out of time. The game became terminal based instead of using an UI. Two players can can connect on a local network using sockets instead of hosting the game on a server.

3. Show your Part 2 class diagram and your final class diagram. What changed? Why? If it did not change much, then discuss how doing the design up front helped in the development.

Part 2 -



Final -

(How it changed)

4. Did you make use of any design patterns in the implementation of your final prototype? If so, how? If not, where could you make use of design patterns in your system?

- Yes there are a few design patterns that were implemented. We used a strategy design pattern for the Piece class and a facade pattern for the Connect class.

5. What have you learned about the process of analysis and design now that you have stepped through the process to create, design and implement a system?

- It's very helpful to be able to design and analyze what we need and how we can do it before stepping into the actual code. We were able to complete the design of the entire game before we had decided on what programming language we were going to use. The design was very helpful in deciding on the most suitable language and creating our timeline for working.