**Software modification (to add to doc):**

In WiFi class:

* Addition of the WiFi class -> receive data from server to start the game, tested\*\*\* and works perfectly, didn’t face any problems to create it (took 2 hours)

In RingRetrieval class:

* Addition of the colorIdentification() method -> re used from Lab5, tested\*\*\* and works perfectly, sometime detects the color of the orange pieces of the hardware (we will need to do modifications, like add something on the orange pieces to change its color), didn’t face any problem to implement it (took 0.5 hour)

Found bug:

The odometer doesn’t work when we run multiple threads using it. When tested separately, the odometer is totally functional, but when tested in the project, the x and y coordinates of the odometer are invalid (theta is good).

-> Software changes are needed, in the structure of the program or in the odometer itself

->The program is working if we reset the X,Y coordinates of the odometer every time we travel to a certain coordinate

\*\*\*By tested I mean Owen and me tested it, there is no test documents available atm (Ameer couldn’t test it)