1. Volleyball - Design and implement a simulation of the game of volleyball. Normal volleyball is played like racquetball, in that a team can only score points when it is serving. Games are played to 15, but must be won by at least two points.

2. Volleyball (rally scoring) - College volleyball is now played using rally scoring. In this system, the team that wins a rally is awarded a point, even if they were not the serving team. Games are played to a score of 30. Design and implement a simulation of volleyball using rally scoring.

3. Comparing Volleyball - Design and implement a system that compares regular volleyball games to those using rally scoring. Your program should be able to investigate whether rally scoring magnifies, reduces, or has no effect on the relative advantage enjoyed by the better team.