Technology Stack Justification:  
Our team agreed to use Java as our technology stack, for a number of reasons.

Firstly, Java is a programming language that was designed with the intention of being used for object oriented programming. The creation of classes are intuitively baked in. Unlike Python, where creating classes requires more complex syntax.

Java also benefits from having additional OOP features, like for example interfaces and public/private variables. Python fundamentally lacks these features, and as such is a more limited tool.

Java is also statically typed, as opposed to Python which is dynamically typed. Static typing is favourable in an object oriented language, as it forces you to rely on liskov substitution principle rather than a hacky implementation of independent classes that might share the name of a function.

Java also benefits from typically being faster to run than python is, thanks to having less overhead and ohaving better memory management, which should improve overall performance of our implementation.

Lastly, Java is a preferred language for our team as all of our group members have had hands-on experience working with it to create a game engine using OOP, while some of our group members are not very familiar with python’s OOP implementations. Through our collective background in FIT2099, we have developed a complex OOP structured turn-based game on tiles with Java, and the application of and examples of good OOP design is as such intrinsically tied to our familiarity with the language. As such none of our team members should need much support from the teaching team moving forwards.