Session 1 report

During this session I was vewy sad because my collaborator was sick so she couldn't come to class. After wiping my tears, I started coding the logic of the game, here is the link to my [commit](). For now you can insert coins, it switches player every time you play. This is what it looks like :

```
O O O O O O O
O O O O O O O
O O O Y O O O
O O O R O O O
O Y O Y R O O
R Y O R Y O O

Column : |
```

I also listened to the teacher explaining me how the led strips work because we'll likely use them in the project.