

All group members contributed equally

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I use the commands: `g++ main.cpp wheel.cpp -o main.exe` to compile

Then I use: `./main.exe` to run

There was a `player.cpp` definition file but we ended up deleting it since the class member functions were so short.

We attempted the bonus but didn't quite finish it so it's uses in the main file were removed. The `hardMode.h` would need a separate definition `.cpp` file if we were to actually continue since it's member functions got relatively long.