**MVP For Simon Says**

1. Program runs without any unexpected exits.
2. Program can be exited by player with Escape key, or will exit if player makes a mistake.
3. Program will continue as long as player keeps getting the sequences correct.
4. The sequences displayed will be random.
5. As the sequences progress, they will follow the previous sequences, and keep adding a new sequence.
6. The game will keep track of the players score, and display that score when the game ends.
7. Things we considered adding put were unable to:

* Colors to the pads
* Sound
* Arrow keys to the pads
* Increase the difficulty, like speed of the sequences, as the player successfully completed them.

**Retrospective**

* TDD would have helped in creating tests from the beginning, instead of creating them at the end.
* As stated above, it may have overall been easier to create unit tests with TDD, but with the many void classes we had, testing become nearly impossible to figure out, we simply had to create breakpoints and walk through code.
* The overall playstyle of the game went surprisingly well, we learned a lot about the ways to manipulate console to get this to work smoothly.
* ‘We stand on the shoulder of giants.’ Without getting inspiration and help online, this project would not have been possible, and we may have had to go with something simpler for our first attempt.