

- What is your unit test coverage?
 - We only tested controller classes.
 - Since we were unable to figure out how to exclude view and model classes from overall code coverage our final code coverage is around 37%.
 - Most of our controller classes have coverage that is between 75% and 100% coverage.

- What are the most important classes in your program?
 - SaveManager
 - Manages/saves auto and permanent states for all games.
 - AccountManager
 - Detects and creates a valid account.
 - GameManager and its subclasses
 - Checks game status and updates the state of the game (model classes).
 - Scoreboard:
 - Manages the scores for each game.
 - SlidingTileActivityController, HangmanActivityController, SudokuActivityController
 - Receives user's input from view classes and sends the intent of the user to the game manager to update the model classes.

- What design patterns did you use? What problems do each of them solve?
 - All of the code applies SOLID design principles.
 - Model View Controller
 - Helps make the logic in the code testable. (By placing it in the controller)
 - Helps separate display and data responsibilities, to reduce coupling, and help with modifications.
 - Factory
 - Applied in creating the scoreboard, reduced coupling between the Score class and other classes (since only the scoreboard creates and manages it.)
 - Observable/Observer
 - The Game activity observes the board of each game.

- This removes the need of getters and setters to check on the board, which in turn reduces coupling.
- How did you design your scoreboard? Where are high scores stored? How do they get displayed?
 - Design of Scoreboard/Location of scores stored.
 - The Scoreboard stores all Score objects of a given game.
 - To get top number of scores, the Scoreboard sorts the Score objects. Returning the number of scores requested.
 - Displaying of Scores:
 - The Scoreboard object is saved as a serializable object, and on the ScoreboardActivity Screen for each game, we read the object from memory.
 - Using the above method, we return a string representation of the top scores to the activity.