

During the wrapping up portion of the project, we decided to add an end button and a restart button. The end button brings up the results screen early and makes it so the player is unable to make any more progress in the game unless they press the restart button. The restart button will reset the characteristic scores of all the characters to random values and reset the headlines and total score of the player. There are ten total headlines that the player has to progress through, with each headline selected being removed from the headline bank, and the reset button will restore the headline bank to its original state. We also cleaned up comments, debug statements, and code style.