Assignment failed. ☹

We discovered the parts didn’t work together too late. The main problem was that the fight method was reading directly from Console, which prevented it from working with the GamePlay class. Tried to fix it but didn’t manage to in time (and only made the GamePlay class look worse in the process). Tests have been coded, but couldn’t be executed. Optional 4 has been done too, but once again couldn’t be tested.

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| Name | Contribution | Relative Effort |
| Pepijn Thijssens | Commands, GamePlay, interaction between Game and replay | 33.33% |
| Shaqquile Pengel | UI, Commands, adding rules in Game | 33.33% |
| Fabian Machielsen | Specifications, tests, breaking the GamePlay class in an attempt to fix it (could have worked with more time) | 33.33% |