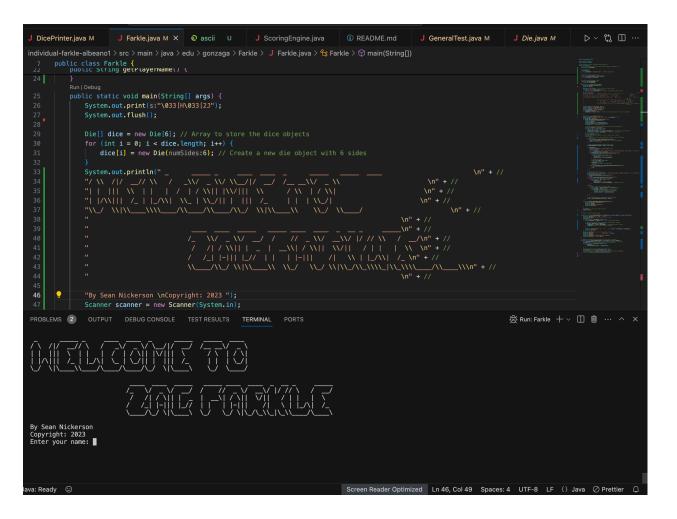Sean Nickerson
Professor Crandall
Software development
25 February 2024

This part of the Farkle project was pretty quick as most of it was already done in the previous assignment. For design, I kept on pushing ASCII and trying to be fancy

For testing, I tested name input, seeing if farkle detection works, and if different die combos work. An issue I ran into was just understanding how testing works, a more code-related issue would be rerolling since it's the only thing I had to work on. If I had more time the code would be more clean.