4-point change: Let the user start a new game – the first player on the subsequent game is the loser from the previous game. For this change, I added a JLabel and two buttons (“yes” and “no”) to the GameStatusPanel. The user is asked if s/he would like to play again. If s/he clicks “yes”, a new game begins. If the user chooses “no”, the window exits. To implement this change, I added ActionListeners to the “yes” and “no” buttons. The “no” button’s ActionListener simply closes the window with System.exit(0). The “yes” button’s ActionListener starts a new game by calling “startNewGame()”, removes the “yes” and “no” buttons, and resets the labels to empty Strings.