Objectives	Tasks	Results
From original sprint 4:	From original sprint 4:	New Tasks:
-Work on efficiency	-Find a way to make methods	-complete game
New Objectives:	more efficient	
-more testing/ bug fixes	New Tasks:	
-work on UI	-come to a conclusion on	
-Work on winner gen	final design	
	-implement this design	
	-generate winner and display	