

Our program is designed to work easily across most Operating systems so playing the game on Linux, Windows, Or MacOS should not be much of an issue.

If we were to port the game to a mobile platform such as Android or Apple, we would likely need to rework the UI as we are not sure how the program would react to a much smaller screen.

Some code may need to be changed depending on how the mobile OS works but it should be a manageable task.