Identify the design paradigm you think the Project 1 team used and explain why you think that (250-350 words – 5%).

The project 1 team used an imperative design paradigm. They use statements to change the programs state whether that be the functions called in their battleship.py (which is called to run the game) or the objects created by the functions called in battleship and the rest of their classes. Their code is object oriented in nature with functions to help handle many of the objects so, more specifically they used an imperative, object oriented paradigm. Near the beginning of their executive class a 2-D array filled with rectangles to represent the game board that the player will see is initialized, this indicates right away that the paradigm is object-oriented. Project 1 team's documentation indicates main() in battleship.py starts the pygame window and the screen *object* right away we see they are using an object to represent the screen. They continue: each player has an array that stores their hits and misses and their placed ships. Looking at the code we can see that the aforementioned arrays are stored as objects. Their classes are designed to take care of different important objects that make up the game such as the screen, the player's grid arrays, the player's hits and misses arrays, etc. add_text.py handles all text and displays info such as the amount of selected ships. Place_ships.py handles the placement of players' ships. get_ship_num.py takes care of handling user input for the amount of ships used. All of these classes act on objects that are used for the logic and graphical user interface of the game.