**Our github page:** <https://github.com/bbgun7/SER216-team13-connect4/>

**The fixes we made as well as improvements we added were:**

* The game glitched and froze when the board got full, this prevented the game from letting a player win on the last possible move
  + Fixed by adding special cases for the last move (the 42nd move) to check for a tie game
* Piece glowing feature didn’t work and threw a null pointer exception whenever a move was made
  + Made sure that the timer for the pieces glowing used the proper type, it was long but should’ve been int
* Game seems to lag as the columns fill up
  + As the piece was reaching the end of the column, we increased the speed of the frame rate in the top 3 spaces to make the program look smooth
  + Changed the pulsing glow into a static glow once the token reaches final position to reduce lag as the board neared full
* Long usernames aren’t properly wrapped, causing them to be cut off when they go off screen
  + Wrapped the areas where the username got displayed in html tags to allow for them to go to the next line, as well as made the space allotted to the names bigger so they could fit when wrapped
* The game started in a window so small that it only showed the window bar, so we made it start at the proper size
  + Fixed by calling pack() in the GUI.java which will size the main menu screen by filling out the entire screen
* We added an easy mode option for the computer player which makes it just play randomly
  + Added a checkbox to the main menu. When checked, it causes the computer player to play on a random space (and checks to make sure the column isn’t full), when unchecked it uses the provided computer player logic
* Used checkstyle to enhance code quality
  + Had 2626 warning messages that checkstyle identified
  + Tried to get errors to fix themselves with apply checkstyle fixes but wouldn't work correctly