GitHub Documentation:

2) A short document uploaded to the GitHub describing the changes in the new release.  The document needs to explain where in the code the changes have been done, and what features are turned into services.

Changes in the new release:

For our project, an application was created for a user to play a block dropping game. For this third release of the project two additional functions were added to our original code in order to implement two web services for the user. The endGame() function was added to the original code in order to inform the user that the end of the game occurred. The getHighScore() function was also added to the original code in order to offer a service to the user that displays the new high score they obtained and their player ID once a game has ended. In order to send these messages to the user a function called getServerMessage was also added to the original code in order to send a message to the server and receive a specified response from the server. This function is then used by endGame() and getHighScore() to give the described service to the user. A separate java application was also created in order to implement the socket server that would send and receive messages from the MainActivity code to implement the two web services.  The two features turned into services were the ability to inform the user that the game is over as well as display the high score that an user has achieved, these functions were all added to MainActivity as well as the separate java application for the socket server.