Go Fish Analysis   **4/10/2022**

Features completed:

Game is in a functioning state.
- A full game can be played to completion.
- Currently only easy mode and 2 players are implemented.

GUI tweaks:
- Changes were made to include more player instructions
    - More changes here are needed to be a little more user friendly, but it's in a good state right now.
- Rearranged components to be in a more centralized location.

Code Cleanup:
- Code has been reviewed and cleaned

Documentation updated:
- Readme.md complete
- 1.0 released on github

Features Behind Schedule:

More Cpu Players

- The game has been designed to be able to add more players in the future, but a lot of the GUI logic only has one person in mind, and needs to be reconfigured.

More difficulty levels:

- The Ai class was also made to have possibly more difficulties. It's just a matter of coming up with a strategy that works when designing how it works.

Features to Complete Next (in order of priority):

- Implementing test classes
- Bug finding and fixing
- Added AI difficulty
- Added players(this is unlikely, might be too hard at this point)